No 1! BIGGEST AND BEST

The World's … mag

NOVEMBER 1992
£2.50
26

GOT A 64? ★ THEN GET THIS

Commodore FORMAT

LOOKY HERE

THREE FULL GAMES AND TWO MAGNIFICENT DEMOS!

JUST TRY IT!

Streetfighter 2! Can Capcom's killer coin-op kick butt on the C64? The fists fly in our exclusive preview on p.10!

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

- POPEYE 3
  Hello sailor!
- SUPER ALL-STARS
  Hype for the best?
- STUNTMAN SEYMOUR
  The fall guy?
- INTERNATIONAL TENNIS
  Are there any faults?
- TONS OF BUDGET
- PLUS LOADS MORE

PLUS LOADS MORE...

Commodore FORMAT

3 COMPLETE GAMES!

TWIN TIGER

Oh nO!

Your tape's been nabbed by an evil gang of international data smugglers and is already heading towards the Falkland Islands. See your Newsagent for a replacement right now!

2 DEMOS

STUNTMAN SEYMOUR

Tape to disk

SMAARRT! Tape-to-disk offer on p.7!

Codemasters ● Binary Zone ● Prism Leisure ● Zeppelin ● Active Developments

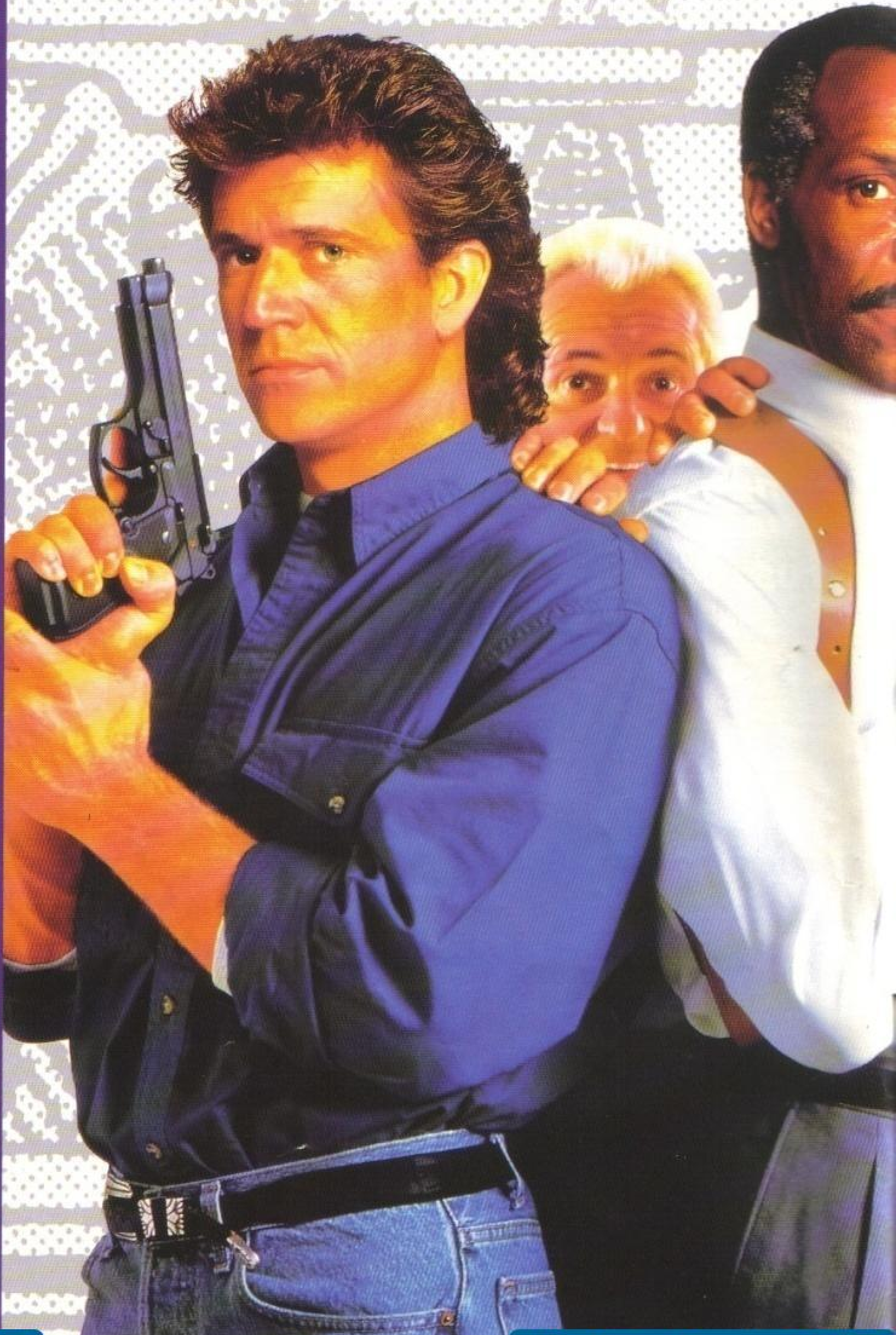
EXCLUSIVE

Apex, the programmers of *Creatures 2*, reveal all about their new 64 game. Our brilliant new series details the way a game is made on p.54!

Future PUBLISHING
Your guarantee of value
11
9 770960 516026

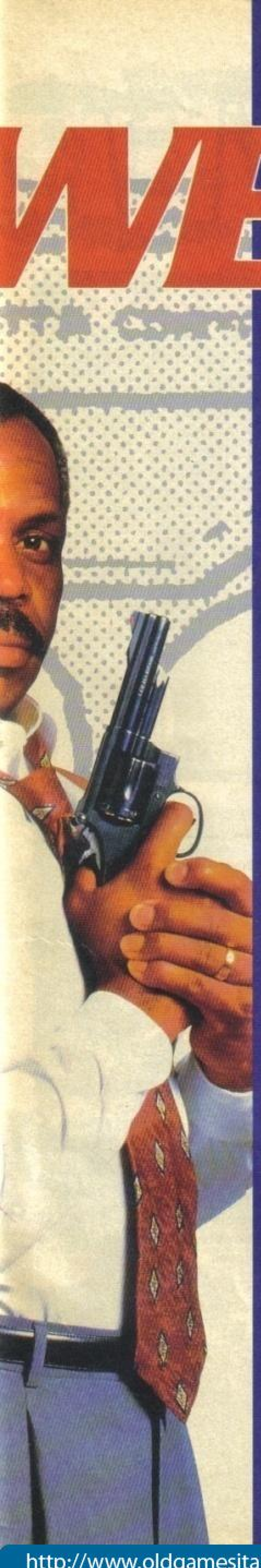
…REDIBLE! OVER 150 POKES…

LETHAL



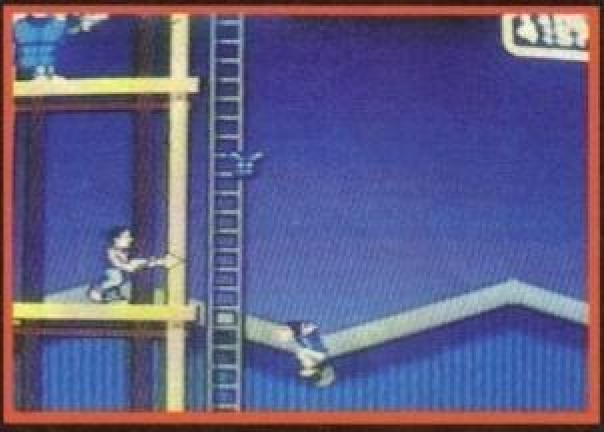
COMMODORE
ATARI ST
AMIGA
IBM PC &
COMPATIBLES

WEAPON



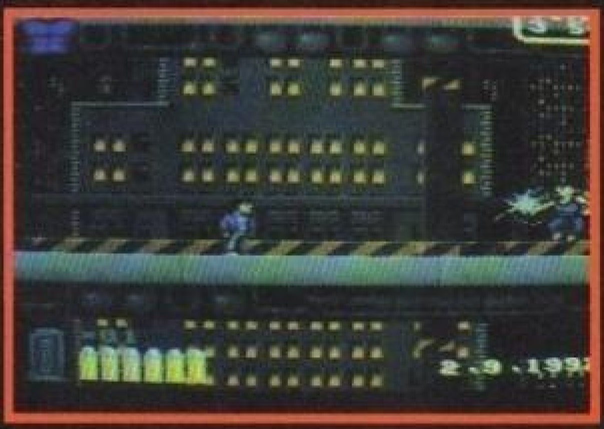
TWO COPS - BOTH LETHAL

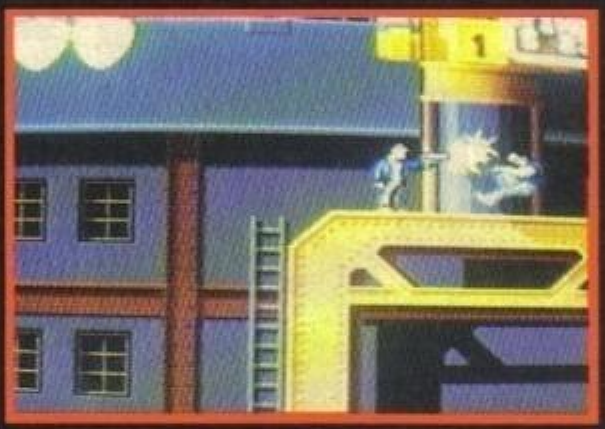
A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.



IT'S MEAN, FAST AND... LETHAL!

LETHAL WEAPON, LETHAL WEAPON 2 , and LETHAL WEAPON 3 names, characters and all related indicia are trademarks of Warner Bros. Inc. TM & © 1992 Warner Bros. Inc. All Rights Reserved.





OCEAN SOFTWARE LTD . 2 CASTLE STREET, CASTLEFIELD,

GAMES

32 STUNTMAN SEYMOUR
CODEMASTERS

36 SUPER ALL-STARS
CODEMASTERS

63 BOXING MANAGER 2
D&H

64 POPEYE 3
ALTERNATIVE

CF SPECIAL

51 FACE TO FACE
The computer industry's rich and famous interrogated by *CF* readers. This month Gremlin supremo Ian Stewart takes the oath! What makes Gremlin tick? How happy are they that Mansell won the World Championship? What's their favourite colour? To find out hit p.51.

54 LET'S MAKE A MONSTER
Apex Productions stunned the world with *Creatures 2*. Now they're working on a new game, *Mayhem In Monsterland*, and they've decide to tell *CF* the whole story. Every month we'll detail the making of this (almost certain) bestseller. The mayhem begins on p.54.

58 YOU THINK YOU'RE A FAN?
Want to know more about your favourite games? Ever thought about joining a software supporters club? If you have, but wanted to know what you get first, check out our in-depth guide to Fan-land. There are some dead smart special offers and compos to boot! Join up on p.58!

62 FLIX STIX
The silly season is almost upon us, when the peripheral people start pitching for presents. Cheetah have produced a range of good-looking joysticks that are fashioned as movie heroes. They look great but how do they play? Plug into p.62 for a good waggle!

REGULARS

10 EARLY WARNING
Streetfighter 2 previewed.

16 THE SCANNER
Riggs meets Ultimate Warrior.

17 THE CHARTS
Poptastic games talk.

19 GAMEBUSTERS
Cheat! Cheat! Cheat!

31 POWERPLAY
What's who?

39 THE MIGHTY BRAIN
The mail must get through.

44 INSIDE INFO
Techy probs terminated – with extreme prejudice!

47 BUDGET GAMES
Roger's Autumn statement.

52 MAIL ORDER
A veritable Aladdin's cave.

53 SUBSCRIPTIONS
Get *CF* by post.

66 NEXT MONTH
Remember, remember the 19th November.

Just light the blue touch paper and

POWER

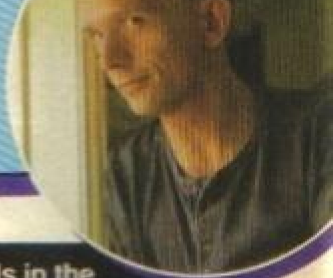
ABOSLUTELY MONSTROUS!

Creatures 2 is one of the best C64 games ever. The graphics are smart, the gameplay superb and it's all served up in a slickly professional style. Its outrageous design and stunning – single format – sales success has confirmed Apex as one of the country's premier coding teams – on any format.

While writing the game the Apex team, John and Steve Rowlands, also wrote a month-by-month magazine diary which told just how the game was created. Called The Clyde Guide, this took a regular two-page slot in *Commodore Format* and proved to be a massive hit – as the letters we received testified.

Now, after a long lie down in a dark room, the boys are back at their keyboards and ready to write another masterwork (probably). This time they've decided to give young Clyde a rest and have created a new character called Mayhem. He's a cute dinosaur who lives in a smoothly scrolling world called Monsterland, a place you can guarantee will be packed with the same blend of wicked humour and gameplay that made Clyde such a star.

The best news of all, though, is that once again those Rowlands chappies have agreed to detail the making of their game. This new series is called Let's Make A Monster and starts this very ish' – and is full of exclusive news of what *Mayhem in Monsterland* will look and play like. In this first instalment, the Apex crew explain how they design a main character and the essential ingredients of a scroller's hero. So if you've ever wondered how a best-seller comes into being, read on...



10 STREET-FIGHTER 2

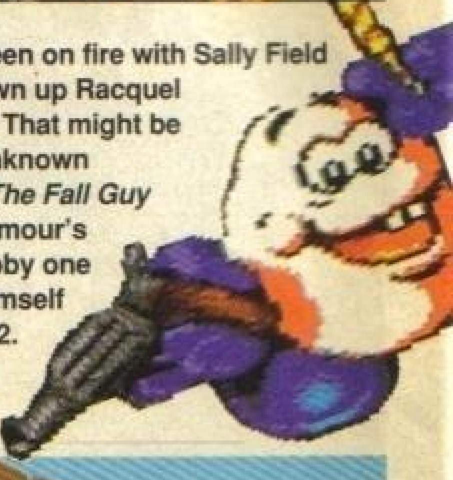
US GOLD

FIGHT! One of the greatest words in the English language – if you happen to be an 18-stone Sumo wrestler with a personality disorder! And that's just what US Gold promise us – not a fight, but an 18-stone Sumo wrestler – in their no-holds barred, eye-gouging, knuckle-cracking, nose-tweaking, back-kicking, toe-stamping, bear-hugging and generally violent conversion of *Streetfighter 2*! We preview the big fight on p.10!

32 STUNTMAN SEYMOUR

CODEMASTERS

He's "been on fire with Sally Field and blown up Racquel Welch"! That might be true for the Unknown Stuntman of *The Fall Guy* fame, but Seymour's just starting out. The blobby one tries to make his mark in Hollywoodland by throwing himself around movie sets. It's lights, camera and action on p.32.



SUPER ALL-STARS

36

Steg the Slug ● *CJ in the USA* ● *Magicland Dizzy* ● *Turbo the Tortoise* ● *Captain Dynamo*

A terrapin, a crinkly, a mollusc, a pachyderm and an egg are packed shoulder-to-shoulder in this mix 'n' match blend of established C64 stars and debutantes. *Turbo* shows out (this time in Codies colours) and *Captain Dynamo* debuts. *Steg, CJ* and that darned Egg provide the back-up. It's an eclectic bunch but they say variety is the spice o

tion? We open the box (*Take the money*

etire. Then watch what's been...
TESTED !

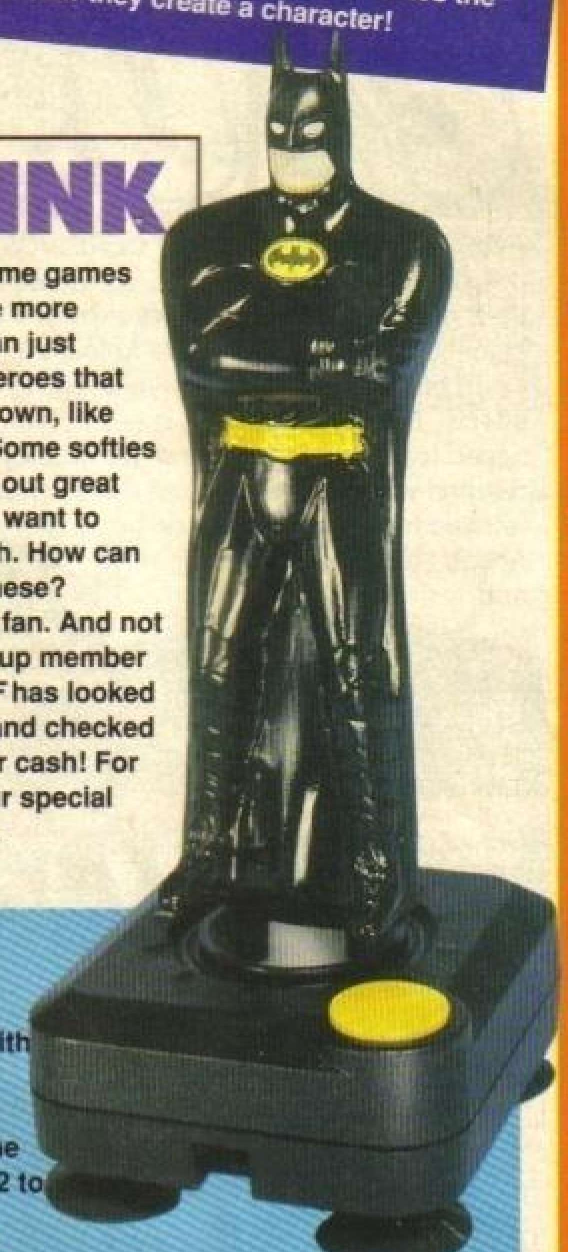
ommodore!
BOMBER
TWIN TIGER
COSMIC CAUSEWAY
POWER PACK
2
STUNTMAN SEYMOUR
DOC CROC

54 LET'S MAKE A MONSTER

Jeepers, creepers where did they get those *Creatures*? Apex, the team behind Clyde Radcliffe, have an incredible knack of creating classic games – *Creatures 1&2*, *Cyberdyne Warrior* and *Retrograde*. Now they've started work on their next monster hit – and it could be just that, as they bring console-style bashing action to the C64. In the first instalment of a new series the boys reveal how they create a character!

58 SO YOU THINK YOU'RE A FAN?

Some games are more than just games; they create heroes that develop a life of their own, like *Dizzy* and *RoboCod*. Some softies just keep churning out great games, titles you'll want to know about in-depth. How can you keep up with these? Simple – become a fan. And not just any fan, but a paid-up member of an exclusive club. *CF* has looked at four of the very best and checked out what you get for your cash! For the full spec' check out our special offers and compo's on p.58.



62 FLIX STIX

How daft can a joystick get? That daft! With the Christmas rapidly approaching the peripheral manufacturers have hit overdrive with theme and novelty 'sticks. We've waggled some of the best looking and silliest shapes to bits. Plug into p.62 to see a series of sticks that Port 2 just won't believe!

64 POPEYE 3
ALTERNATIVE

"I yam wad I yam," was Popeye's catchphrase. Recent scholars have interpreted this to mean, "I think therefore I am," but they may be getting him confused with Descartes. What Popeye definitely is, though, is here in a wonderfully silly grapple-'em-up. Can the cartoon kid beat the WWF mob at their own game? The count begins on p.64.

POWER PACK 26

STUNTMAN SEYMOUR

CodeMasters

DEMO

The wobbly one returns in a smart platform bombing extravaganza. Shoot everything that moves, collect everything that doesn't and sit there puzzled by things which do neither. Get surreal with Seymour in stuntland.

Throwing bombs in the wrong direction is not a particularly good idea in *Stuntman Seymour*. It might provide a diversion for a few vital seconds. Actually this is a lie because it doesn't.

DOC CROC

Zeppelin

DEMO

He's round the bend – well from it actually! *Doc Croc* hits town in a mag-collecting extravaganza. Can he get everything back to the office in time? Will he survive? What's a predatory reptile doing with a steady job anyway?

TWIN TIGER

Binary Zone

FULL GAME

If in doubt slug it out! Two-player, up-the-screen slaughter in this brilliant blast. Find a friend and go into murder mode for wave after wave of death from above. Go it alone if you're brave or even use both sticks at the same time and die horribly amid the confusion!

COSMIC CAUSEWAY

Prism Leisure/Arcade Classics

FULL GAME

A blast from the past. They foamed at the jaws about this *Trailblazer*-style game when it was first released and you'll foam at the mouth about it now! How much fun can one man have? (*235.547 actually - TMB!*)

BOMBER

Active Developments

FULL GAME

Silly as a particularly silly stick but strangely addictive. Move the bucket from side to side and catch the falling bombs. It's easy at first, impossible later, but you've just got to try it!

➤

26 tape to disk

Want a spiff' disk version of the *CF*26 powerpack? Then bop to p.7 for a full spec on our smart tape-to-disk transfer offer.

QUICK START

DEMOS

STUNTMAN SEYMOUR

Joystick in port 2
An entire level of *Stuntman Seymour*! Run about the platforms collecting the glowing tokens. Stay out of the way of their bullets, shoot (press fire) to kill foes or throw bombs (pull down) to blow hostiles away.

DOC CROC

Joystick in Port 1
At the start move the joystick left/right to select a sewage tunnel and push up on the 'stick to select it. Once in, move with the joystick and press fire to jump. You're after bundle of magazine machines and pages which you just stand over to collect.

FULL GAMES

TWIN TIGER

Joystick(s) in Port 1 & 2
On the title screen F1 selects music or FX, F3 selects one player mode, F7 two player and fire starts. From then on do what comes naturally by screaming up the screen shooting everything that's stupid enough to show itself.

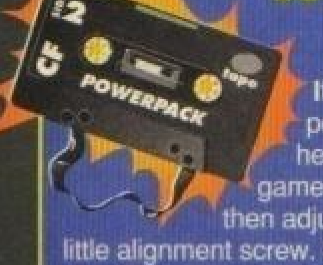
BOMBER

Joystick in Port 2
Press fire to start the Mad Bomber dropping his explosives. Move the bucket as quickly as you can to catch them. If you miss, the city gets nuked and you lose a life. Survive one round and another faster one follows.

COSMIC CAUSEWAY

Joystick in Port 1
Control a rolling ball that has to race to the other end of a platform that floats in space. Pressing fire makes the ball leap, up accelerates, back brakes and use left/right to steer. Each colour block causes its own special hazard. Watch, learn and react - FAST!

NO LOAD ZONE!



If your tape isn't loading perhaps it's your tape heads? Try loading some games that you know work, then adjusting the fiddly little alignment screw. Still no luck? Then just pop the dud tape into a jiffy bag, slap in an SAE, seal it up and whack it in the post to:

CF25 Tape Replacement
Ablex Audio Video Ltd, Harcourt
Halesfield 14, Telford
Shropshire TF7 4QD

DO NOT send the dead tape to us here at *Commodore Format*. The gravitational effect of a nearby dwarf star which has recently shifted into orbit around Avon will

ALL these games and demos are loaded using the norma

POWER PACK 26

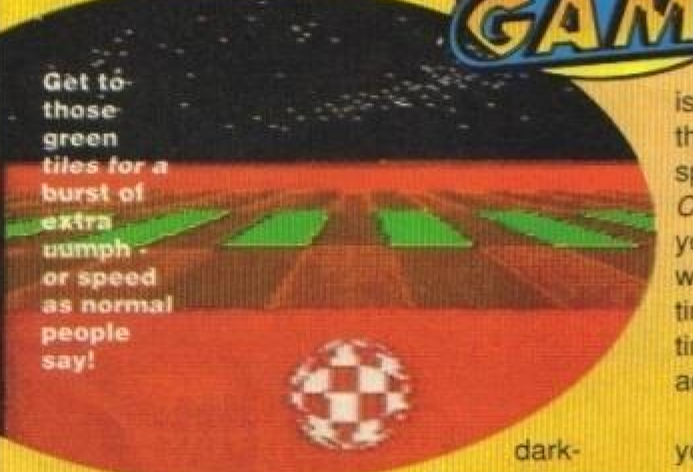
Visit a land that time forgot. A land filled with helicopters, wild west heroes, sewers, buckets and 3D balls. Visit a land the Bush administration refers to as the CF26 Powerpack. Your flight is leaving now...

COSMIC CAUSEWAY

PRISM LEISURE/ ARCADE CLASSICS
Joystick in Port 1

FULL GAME

Prepare to be amazed. Prepare to be stunned. Prepare to be made to feel slightly ill by an outrageous range of eye-boggling effects. *Cosmic Causeway* is test of high-speed reactions. You control this bouncy red-and-white chequered ball that looks like a refugee from a crazed PD demo. Ahead stretches a sea of light- and dark-brown squares.



Get to those green tiles for a burst of extra uumph - or speed as normal people say!

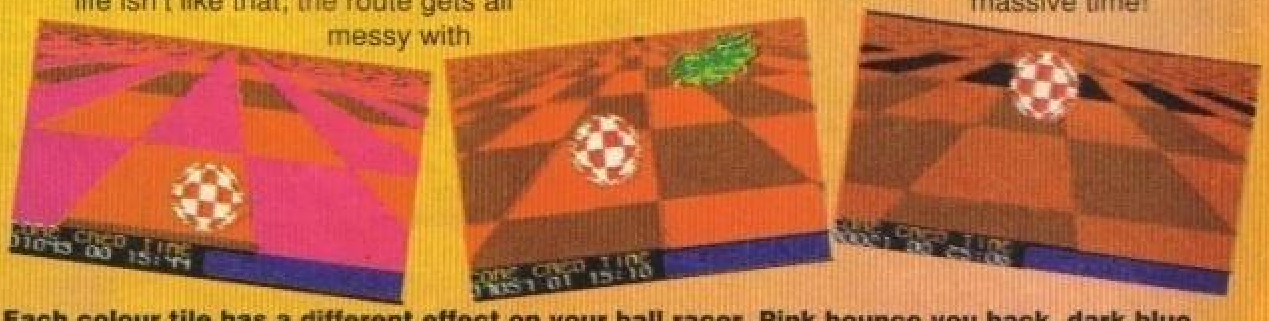
Your aim is to race across this landscape – pressing up accelerates; pressing down brakes – as fast as possible.

Now if life was fair – and boring – the causeway would be as nice and smooth as a recently metalled 'A' road with lay-bys and picnic areas. But as you may have suspected, life isn't like that; the route gets all messy with weird little complications thrown in at every turn. *Cosmic Causeway* is just that sort of game. Waiting for would-be 'ball boy racers' are all manner of nasty traps and trapettes – holes in the floor, jumps and bouncy-backy blocks are just mild examples of the serious strangeness that lay ahead. Each colour of tile has its own characteristic effect on the ball – and you soon learn which are the ones to avoid, but often there is precious little time between spotting the bad' uns and being able to take necessary preventative action.

Falling through holes into the void isn't as bad as it sounds. You don't lose a life; the only thing it does it eat up time, as your sphere is soon catapulted back on to the *Cosmic Causeway*. Time, though, is what you're up against. Each section of the causeway must be covered in the allotted amount of time and if you fail it's game over. Make it with time to spare and the surplus seconds are added to the total limit for the next section.

Simple? Well, no, actually. One second you're forced to go as slowly as possible, the next it's a flat-out dash. Then at the end of each level you'll encounter *Space Harrier*-style aliens who have to be blasted with an automatic kind of gunny-thing.

It's fast, it's fun and it will do your head in. *Cosmic Causeway* moves faster than you thought possible. It's odd, it's mad and it's brilliant! Stay with it and you're in for a really massive time!



Each colour tile has a different effect on your ball racer. Pink bounce you back, dark blue bounce forward you, red slow you, green speed you up and light blue reverses the controls.

BOMBER

FULL GAME

ACTIVE DEVELOPMENTS

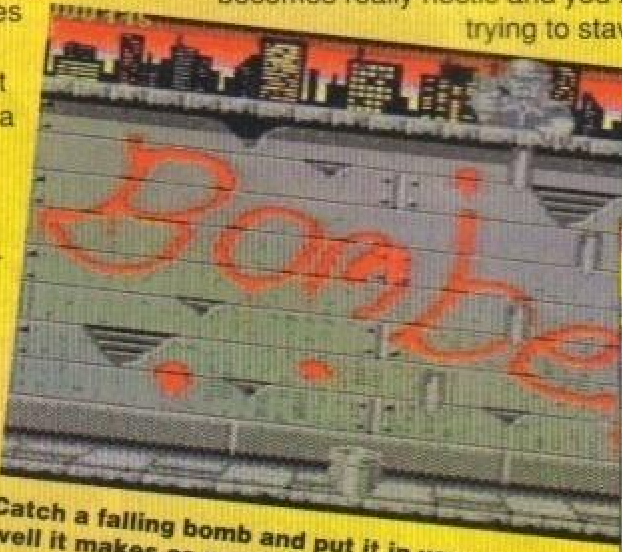
Joystick in Port 2

Somewhere, someone wants to get nasty. And nobody wants to get nastier than the Mad Bomber. Obviously being christened Mad with the surname Bomber, isn't exactly the best start in life for a young sprog, but Mr Mad Bomber does his best to live up to the family name. So much so, in fact, that he can be found hanging over a wall near you, spraying high explosive death around.

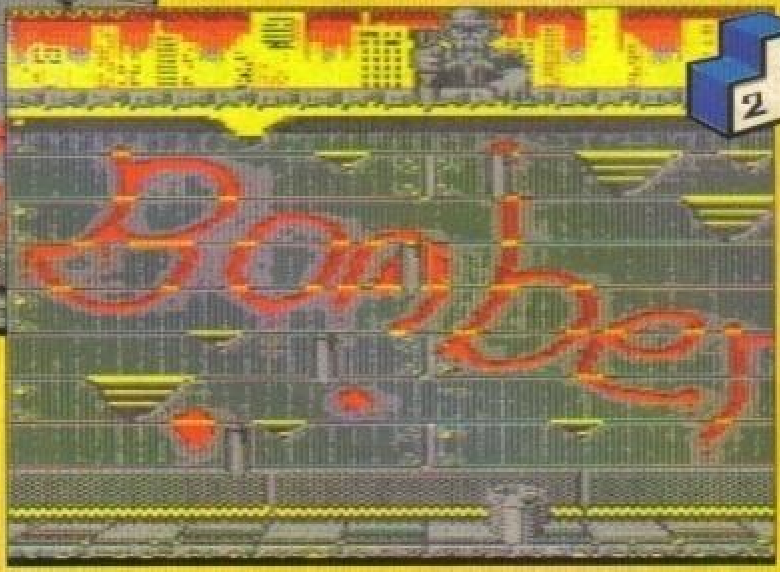
Mr Bomber (or MB to his mates, or it would be if he hadn't blown them up for a laugh) sits at the top of a wall and moves from side to side dropping bombs at a rate you wouldn't believe. The only way to save the city is to swiftly move your bomb-defusing bucket* from underneath the falling explosives. If you manage to keep every bomb in a wave from hitting the floor then you'll be safe. Miss one and it's good night ladies.

That's about all there is to it; clear a wave and you'll be faced with another faster wave. You keep going until you run out of buckets and then the whole town does the big firework. To balance things up a little, you get an extra life every so often, but that's not what matters! Slowly the tension builds up, as life becomes really hectic and you zing about trying to stave off armageddon. And staving off armageddon has always seemed a sound move in my book!

Bomber may look simple but it has a strong addictive bite. The trick is to watch all the bombs and not just the one you're currently catching. Oh, and don't worry about getting the bucket right underneath each bomb, the collision area is real generous and just touching a bomb should help defuse its more explosive properties.



Catch a falling bomb and put it in your pocket - well it makes as much sense as bucket!



Miss one of these explosive little beauties and the whole town goes up - so be careful out there!

---

* Arkwright Bomb-Defusing Buckets – for all your Arkwright Bomb-Defusing Bucket needs.

TWIN TIGER

FULL GAME

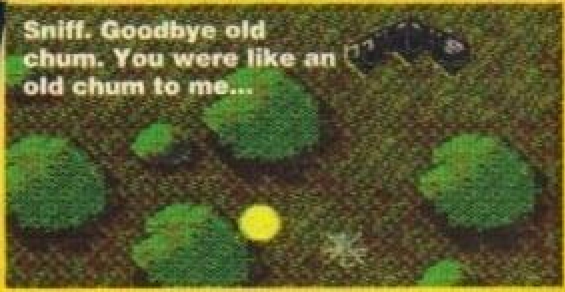
BINARY ZONE

Joystick in Port 1 & 2

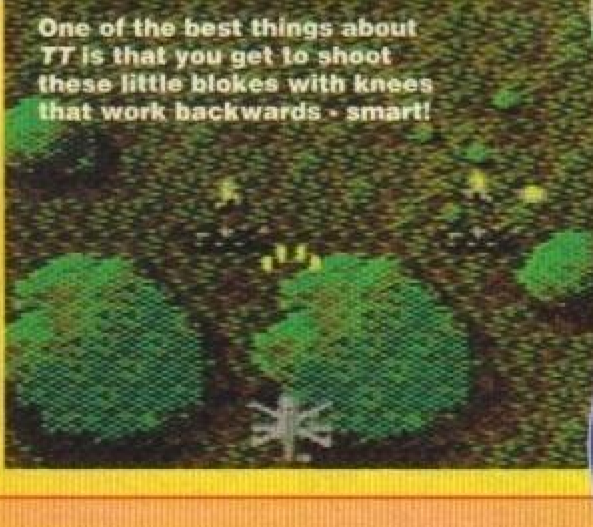
Dagah, dagah, dagah... Weeeow, blam! That's what a good shoot-'em-up means to me! Hours of fun screaming about the sky stopping other flying things from... well... flying. It's that heads up, continuous assault on your reactions as enemies attack from unexpected angles and unsuspected shots fly up from innocent-looking vegetation. Luckily, that's just what *Twin Tiger* is – a good shoot-'em-up.

After choosing either music or effects, single- or two-player mode, the fight begins. Your chopper hovers at the base of the screen. Just 'ning about using some deft stick-work and blow everything you see to pieces with your forward-firing five-bullet cannon. Just follow the scroll and keep shooting (an autofire 'stick really helps) remembering to stop and pick up an bonuses that happen to be passing.

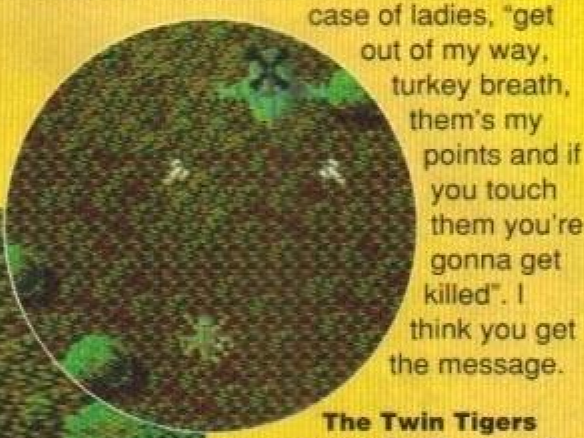
Playing in tandem there's the choice of either being a team or just diving in for the bonuses – every man for himself, or in the case of ladies, "get out of my way, turkey breath, them's my points and if you touch them you're gonna get killed". I think you get the message.



Sniff. Goodbye old chum. You were like an old chum to me...



One of the best things about *TT* is that you get to shoot these little blokes with knees that work backwards - smart!



The Twin Tigers spray death around like nobody's business - and you know what that's like! This time the carrier's missiles are 'miss'-iles

Tape to disk

Do you have a disk drive? Handy aren't they? If you want to use it as well as admiring it, you can get copies of the Powerpack on disk for the little fellow.

To get the *CF*25 Powerpack on disk simply cut out the coupon from the inside of the tape inlay card. Write your name and full address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or Postal Order for £1.50 (which covers duplication, post and packaging) to:

***CF*25 Tape to Disk, Ablex Audio**
Video Ltd, Harcourt, Halesfield
14, Telford, Shropshire TF7 4QD.

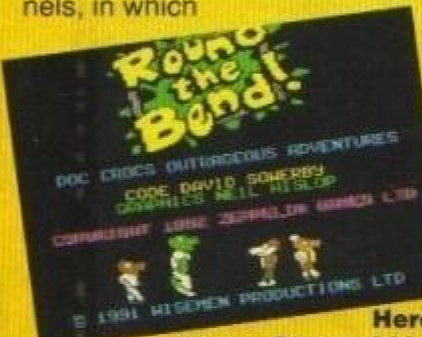
26 tape to disk

DOC CROC'S OUTRAGEOUS ADVENTURE

DEMO

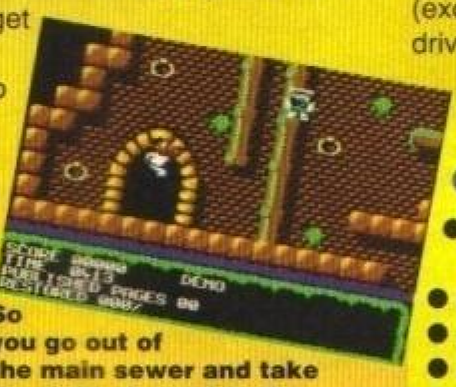
Joystick in port 2
Right. Prepare for some fully-interactive weirdness. Doc Croc is the editor of a newspaper produced, for some reason, in a sewer. You get to play one of his reporters in this rather diverting little romp.

You have the opportunity to visit four tunnels, in which there may be collectables to grab. But you can be sure that there will be plenty of nasties to avoid in whichever of the tunnels you choose. To select the zone you want, simply move the arrow to the left and right when you reach the screen with the four characters walking up and down.


Round the Bend!
DOC CROCS OUTRAGEOUS ADVENTURES
CODE DAVID SOWERBY
GRAPHICS NEIL HISLOP
COPYRIGHT 1992 ZEPPELIN GAMES LTD
© 1991 WISEMEN PRODUCTIONS LTD

Here we see Doc and his friends. You're the small one on the left. The one that looks like a sort of weird fox.

When you're happy with your choice, press up on the joystick and you'll be pitched headlong into a fiendish series of platforms. The first thing to get used to is the jumping. Hit fire to jump and move left and right to move, er, left and right. Pause is the usual Run/Stop hit, and the space-bar restarts.



So you go out of the main sewer and take the right channel to the smelly bit.

If you progress deep enough into the level, you'll come across something that looks just like part of a printing press. If you manage to collect it you'll get a pleasant surprise (which we won't divulge here).

And that's all you need to know. Remember to avoid the extremely nasty bats, which come whizzing through the network like, well, very fast nocturnal airborne mammals. Oh, and some of those, er, uppy downey things are also pretty unpleasant to get past, too. Have fun and remember, this is what the real world of publishing is like (except that there are few crocodiles with the drive and enthusiasm to become editors).

THE FACTS ON THE FULL GAME

● *Game*	DOC CROC'S OUTRAGEOUS ADVENTURES
● *Publisher*	ZEPPELIN
● *Price*	£3.99 CASSETTE
● *Release*	END OF NOVEMBER
● *Contact*	091 385 7755

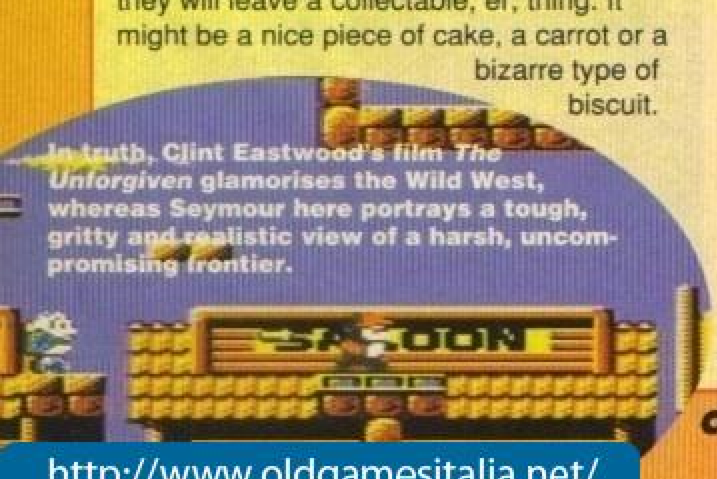
STUNTMAN SEYMOUR

DEMO

CODEMASTERS
Joystick in port 2
If you haven't already seen the review on pages 32-33, you're obviously more sensible than many of our readers who start at the back of the magazine and work their way forwards.

Anyway, the idea here is as simple as making a pair of telephones out of two tins and a length of string. What you must do is jump, shoot and bomb your way through a variety of nasties until you reach an end of-level-baddie.

The controls don't require membership of MENSA either. Yank the joystick left and right to move left and right (respectively, in case you hadn't quite got the hang of the concept), pushing the 'stick up results in a jump, while pressing fire fires a bullet (and Seymour has an infinite supply of these). But you'll soon notice that Seymour can use another kind of weapon – bombs. When you kill a baddie, they will leave a collectable, er, thing. It might be a nice piece of cake, a carrot or a bizarre type of biscuit. Grab these before they start flashing and vanish; they're all worth some points.

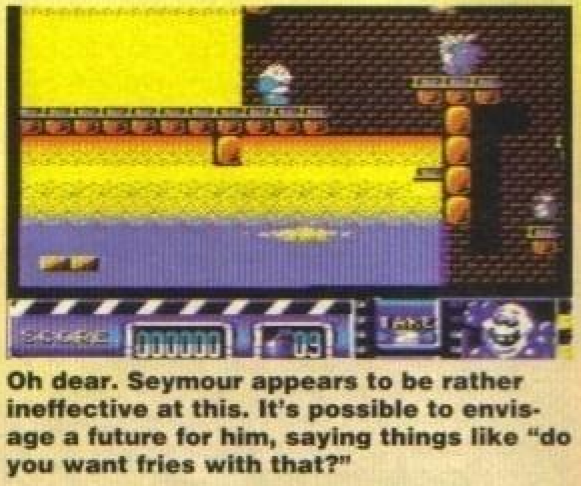


In truth, Clint Eastwood's film *The Unforgiven* glamorises the Wild West, whereas Seymour here portrays a tough, gritty and realistic view of a harsh, uncompromising frontier.

Sometimes the baddies leave bombs. If you can collect these, they'll be added to your bomb total (in the middle of the bottom part of the screen). To activate the bombs, simply pull down on the joystick. With a spot of practice, you'll be able to destroy enemies above you, below you and off to the side in one fell swoop with these bombs. They make life a lot easier, and destroy the baddies at one hit, rather than requiring two hits like the bullets. But waste them at your peril, because there are times when you *need* them!

Once you've ploughed your way through, you'll get to the end-of-level baddie (a large red-indian, as it happens). To beat him requires nerves of steel, reactions of lightning and, er, a heart of darkness.

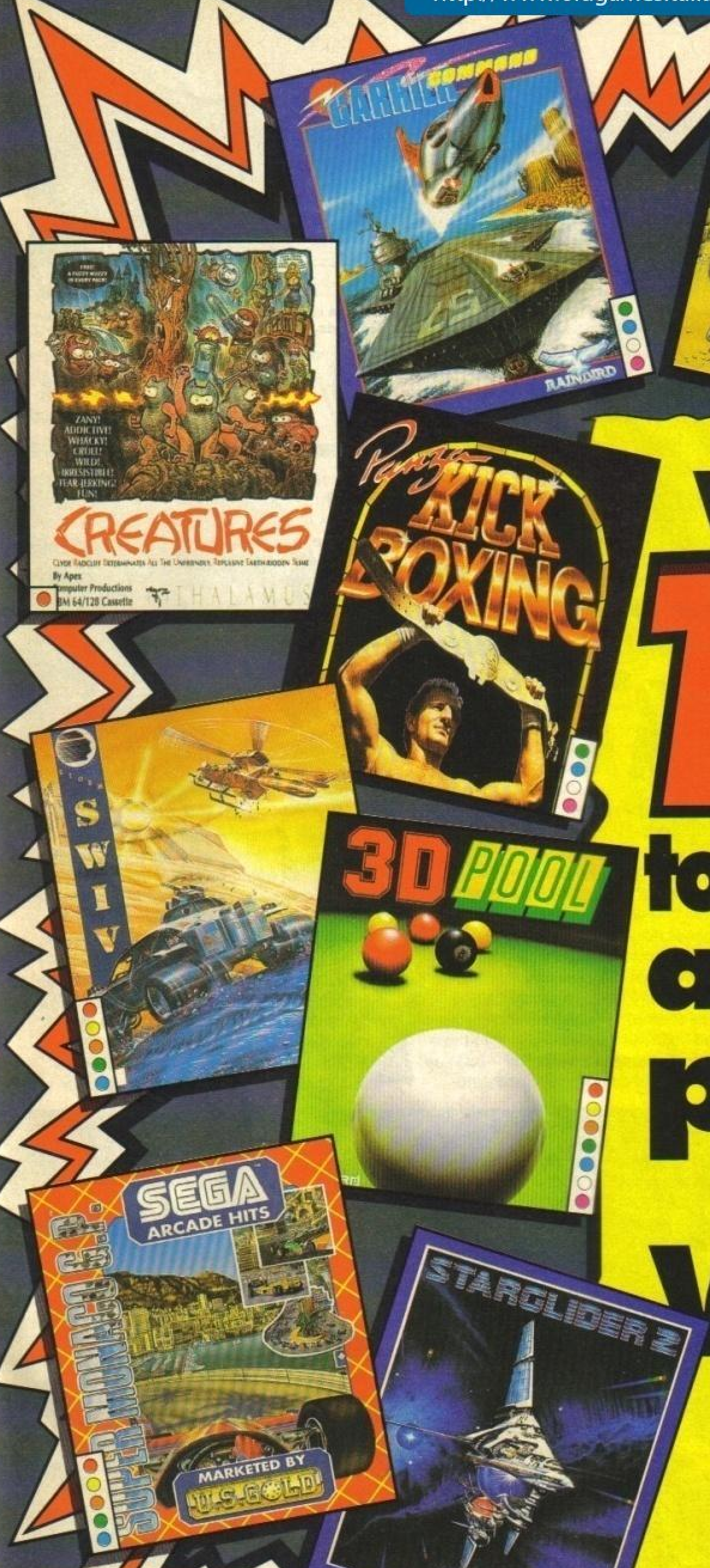
This is the first level of *Stuntman Seymour* in its entirety, so enjoy it. Oh, and look out for the hidden extra life. Fine, but it still doesn't answer the question; what exactly is Seymour? Let's face it; he's a large bogie.



Oh dear. Seymour appears to be rather ineffective at this. It's possible to envisage a future for him, saying things like "do you want fries with that?"

THE FACTS ON THE FULL GAME

● *Game*	STUNTMAN SEYMOUR
● *Publisher*	CODEMASTERS
● *Price*	£3.99 CASSETTE
● *Release*	NOVEMBER
● *Contact*	0926 814132


CARRIER COMMAND
RAINBIRD
FLIMBO'S Quest
FREE! A FUZZY WUZZY IN EVERY PACK!
ZANY! ADDICTIVE! WHACKY! CRUEL! WILD! IRRESISTIBLE! FEAR-JERKING! FUN!
CREATURES
Clyde Radcliffe Exterminates All The Unfriendly Repulsive Earth-Ridden Slime
By Apex Computer Productions
CBM 64/128 Cassette
THALAMUS
Panza KICK BOXING
SWIV
3D POOL
SEGA ARCADE HITS
SUPER MONACO G.P.
MARKETED BY U.S. GOLD
STARGLIDER 2
By ARGONAUT SOFTWARE

with over 100 top games... are you playing them or WHAT?

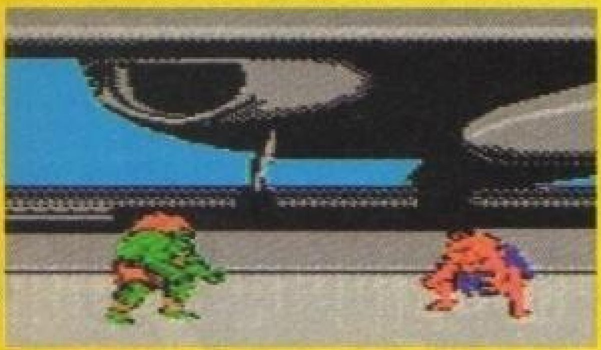
Kixx®

SEND A S.A.E. FOR FREE CATALOGUE

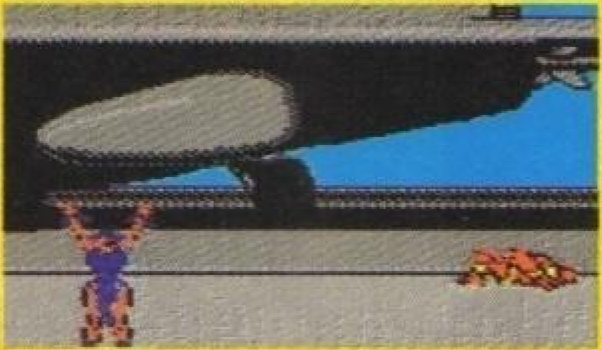
Kixx, Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Telephone: 021 625 3311

CREATURES © THALAMUS EUROPE LTD. ALL RIGHTS RESERVED. **CARRIER COMMAND** © REALTIME GAMES SOFTWARE ℗ PUBLISHED BY RAINBIRD. ALL RIGHTS RESERVED. **STARGLIDER 2** ARGONA
FLIMBO'S QUEST © SYSTEM THREE SOFTWARE
AARDVAARK SOFTWARE ℗ PUBLISHED BY FIRE

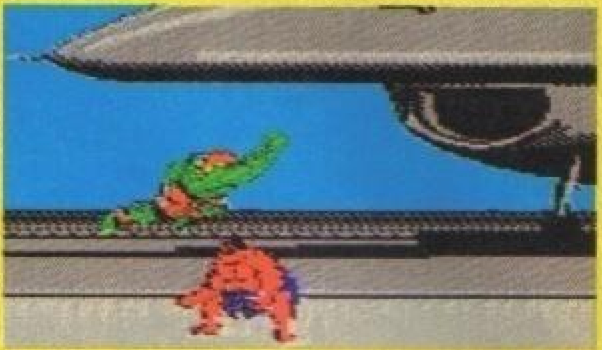
🔴 CBM 64/128 Cass	🟣 PC 5.25"
🟠 AMSTRAD CPC Cass	🔵 AMIGA
🟡 SPECTRUM Cass	○ PC 3. 5"



Blanka and Honda go heads up – well they would if they could straighten their spines!



The intensive aerobics programme took its toll, Dhalism crashed out after 328 star jumps.

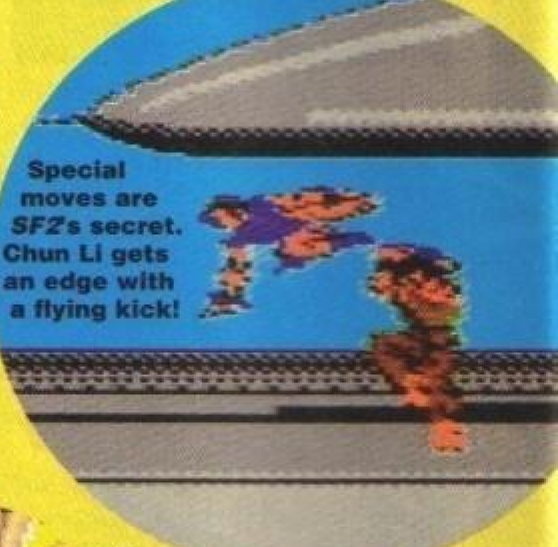


Blanka draws a blank when trying to chin E Honda. What does he want? A larger target?

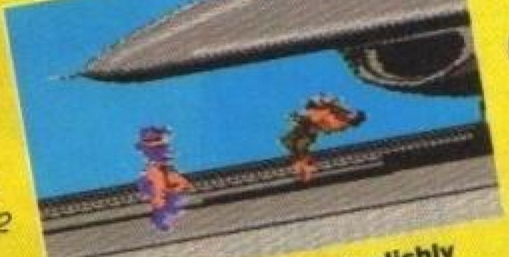
STREETFIGHTER 2

EARLY WARNING!

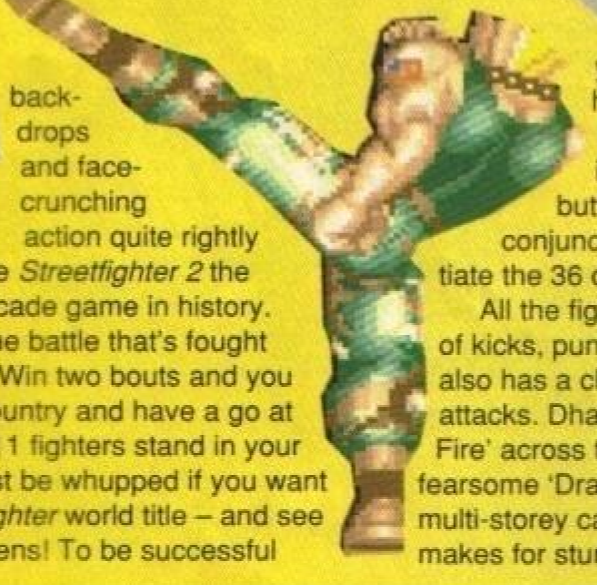
When the going gets tough, the tough leap in the air and kick you in the femur – at least that's how it was at Trenton's school! Which seems to make him the ideal sap to spar with Streetfighter 2 for a few rounds.



Special moves are *SF2*'s secret. Chun Li gets an edge with a flying kick!



Get down sheep! The foolishly soft Ryu gets nailed by Chun Li!



This is *the* coin-op. Nothing else comes close. *Streetfighter 2* brings undreamt of levels of gameplay to beat-'em-ups. This is a slug-out where skill, knowledge and timing are of the essence. With 36 – yes 36! – different fighting moves each round is a brutal bout of biting, bashing and blasting. Your opponent has to be watched and their attacks anticipated if you are to survive; their moments of weakness anticipated if you are to win. The mix of huge sprites, beautiful backdrops and face-crunching action quite rightly made *Streetfighter 2* the most successful arcade game in history.

It's a one-on-one battle that's fought over three rounds. Win two bouts and you travel to another country and have a go at their local champ. 11 fighters stand in your way, and each must be whupped if you want to take the *Streetfighter* world title – and see the smart end screens! To be successful you have to know your man's moves inside out. The arcade has six buttons, which when used in conjunction with joystick patterns initiate the 36 different attacks.

All the fighters share the same range of kicks, punches and leaps, but each also has a characteristic range of special attacks. Dhalism can send magical 'Yoga Fire' across the screen and Ken has a fearsome 'Dragon Punch' that could floor a multi-storey car park! This heady mix makes for stunningly-tense play as both

A WHO'S WHO OF EXCEPTIONALLY VIOLENT PEOPLE

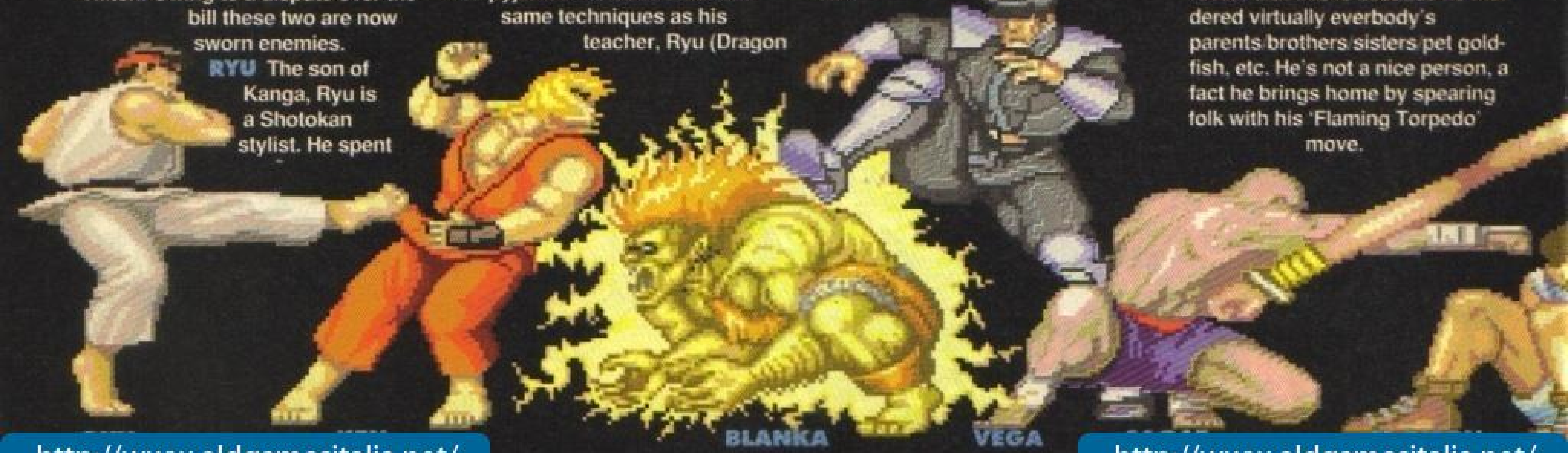
GUILE An ex-Special Forces trooper, Guile fought in 'Nam. In fact, he started the war when General Vega mispronounced his name as 'Girl'. During the war he was captured and spent some time as Vega's guest in the Hanoi Hilton. Owing to a dispute over the bill these two are now sworn enemies.

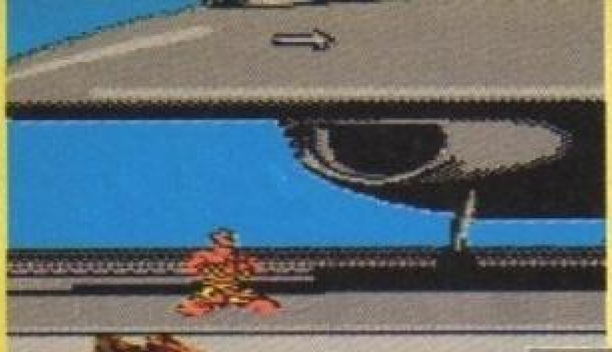
RYU The son of Kanga, Ryu is a Shotokan stylist. He spent many years as Ken's teacher and has a long-standing rivalry with Sagat. Sporting a red head band his special move is the 'Dragon Punch'. Unfortunately there are no dragons to punch in *SF2*!

KEN Easily distinguished by his red pyjamas. He uses much the same techniques as his teacher, Ryu (Dragon Punch, Hurricane Kick and Fireball) but not at the same time as that would be rude. He's tipped to be the new *SF2* champ.

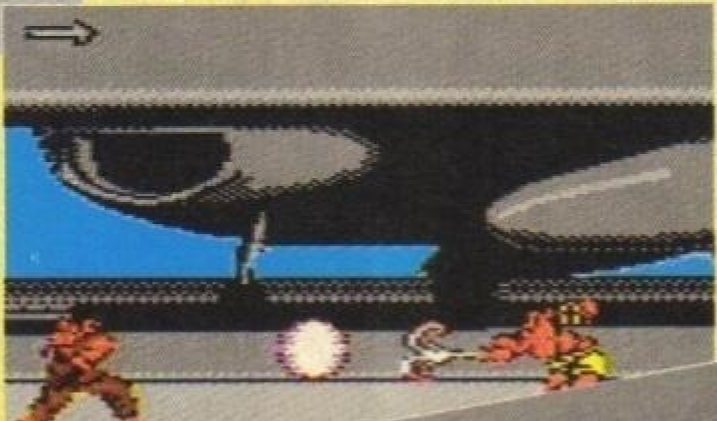
BLANKA An electrical storm downed the baby Blanka's plane over a Brazilian rain forest. This apparently explains why he's green, extremely vicious and electrocutes folk by touching them. He's "Dat 'ard", a fact alluded to by his family motto "Felt Nowt!"

VEGA Absolutely everybody – even people he's never met – hate him. Recent sociological studies reveal that this is because he murdered virtually everbody's parents/brothers/sisters/pet goldfish, etc. He's not a nice person, a fact he brings home by spearing folk with his 'Flaming Torpedo' move.

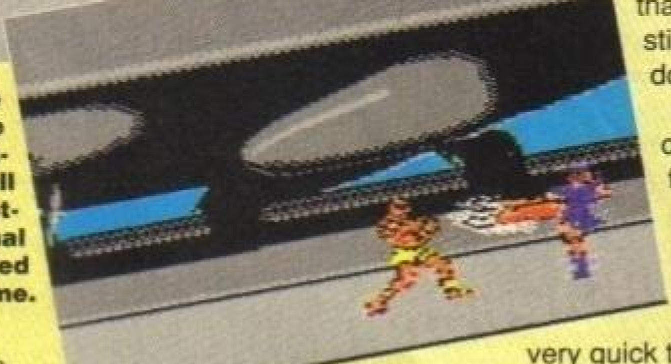




(Above) Ryu is takes a kip while Dhalism shows off his amazing ability to tie both legs in a sheep shank.



(Below) Streetfighters all have range attacking moves, and each has his own speciality manoeuvres as well. Here, Ryu throws a terrible 'Tribble of Death' while Dhalism spits (he used to masticate for India, you know).



Don't worry! The plane is just one of 12 backgrounds that will feature as settings in the final and finished game.

combatants' energy bars creep steadily towards zero.

Could it be converted for the C64, though? To be brutally honest, it didn't seem possible. Yet US Gold (who won the licence) seemed strangely confident. When they had something to show off it became clear why. Project manager Tony Bickley came to the office and we all gathered around ready to be polite, still not convinced a quality conversion was possible. Whilst feasting on 'hat a lá carte', we saw some airborne hogs and the pink snow started falling heavily.

Streetfighter 2 looks like it will work well and bring beat-'em-ups the respect they so badly need. Creative Materials, the coding team, have made some sound decisions regarding the conversion. They've identified the three elements crucial to the arcade's success – the huge range of moves, the graphics and game speed. By focusing on these they seem to have bust this conversion wide open!

The range of moves was the *CF* team's biggest concern. How could the coin-op's six buttons be trimmed down to one? USG's answer is simple and neat – a choice of control systems. For *SF2* purists who want to use the full 36 moves, both joystick and keyboard can be used. The keyboard switches between kicks and punches, the joystick takes care of the movement. Those folk who prefer to play with both hands on the 'stick will be able to use an alternative system which limits the moves – but not by much. So both authenticity and playability are taken care of!

The special moves, in particular, are neat as, just like the arcade version, they don't rely on a single command, but a series of joystick and button presses to get the brawl rolling. To initiate them you'll have to choose to use 'em and not just waggle aimlessly. If you do just go into aimless waggling mode, the 'smart' computer enemies will emulate their arcade form, and stomp you dead in your tracks!

Graphically speaking the C64 *SF2* is getting there – Creative Materials have still got a month of tweaking and polishing to do! The sprites have been neatly sculpted, so they not only look the part but play the part too. One sacrifice is that the sprites are smaller than their coin-op counterparts, but that's no problem as you can still see exactly what's going down in this swift fist fight.

Speed has to be a concern for the coders of any fighting game; nobody will be thrilled by a slow slug fest! There's no need to worry about *SF2*, though – so far it's as nippy as a very quick thing going quite fast. The sprites are nimble and light, swiftly swapping stances as they flow through their moves.

It's great to be proved wrong. We had our doubts about *SF2*, and it's good to see that these have all been addressed. If this early promise, with its carefully considered coding calls, can be capitalised on then US Gold look like they will have one of the major hits of the year on their hands. As soon as the final game is ready we'll fight to bring you a review. But if it matches the coin-op for playability, which it could well do, then we won't, because we'll be too busy beating each other to a pulp on screen!

TRENTON WEBB

THEY'VE GOT IT TAPED!

The coders of *ST2* are computer heads just like us, which means that they have had as many multi-load nightmares as the next man (*or woman – Lisa!*). So the structure of the C64 *Streetfighter 2* will be specially honed for tape users. Each sequence of battles, and the characters you meet next, have been carefully chosen to ensure that there's as little loading and rewinding as possible. There will even be a choice of the full tournament and 'one off' battles to further speed up the bashing. At last datassette users are getting the respect they deserve.

Game	**Streetfighter 2**
Publisher	**US Gold**
Release	**End of November 1992**
Price	**£10.99 cass/£15.99 disk**
Contact	**☎ 021 625 3388**

SAGAT This guy is a Thai fighter, which is much like a TIE Fighter, only he can't swoop over the Death Star! He can however confuse it with his 'Tiger Uppercut'. He learnt this little doozy after being smacked in by Ryu.

M BISON A world champion who lost his title through women and booze. His main asset is sheer physical strength, brute force and muscle. So don't mess with him unless you're dead tough, have an army of lawyers and a sympathetic jury!

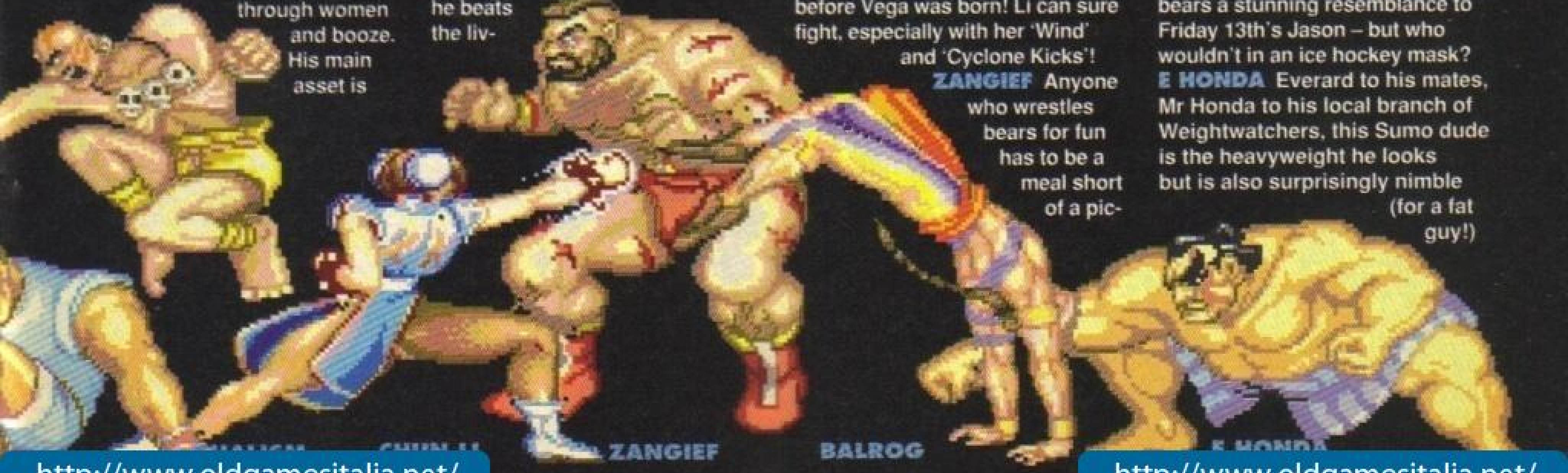
DHALISM Salvador (to his chums) is a priest with an attitude – which means if you pop in for confession he beats the living daylights out of you! His amazing yoga abilities give him the power to breathe fire, climb inside match boxes and touch the end of his nose with his tongue.

CHUN LI Chun Li is avenging her dad's death, for which she blames Vega. This is odd because he was run down by a bus three years before Vega was born! Li can sure fight, especially with her 'Wind' and 'Cyclone Kicks'!

ZANGIEF Anyone who wrestles bears for fun has to be a meal short of a picnic. This explains why he's covered in scars and is as hard as nails. Zangief is fully paid-up member of the 'Vega Made Me Cry Once' Club.

BALROG Contrary to popular belief, Balrog is not the demon who killed Gandalf in *The Two Towers* but a Bull-fighter! He also bears a stunning resemblance to Friday 13th's Jason – but who wouldn't in an ice hockey mask?

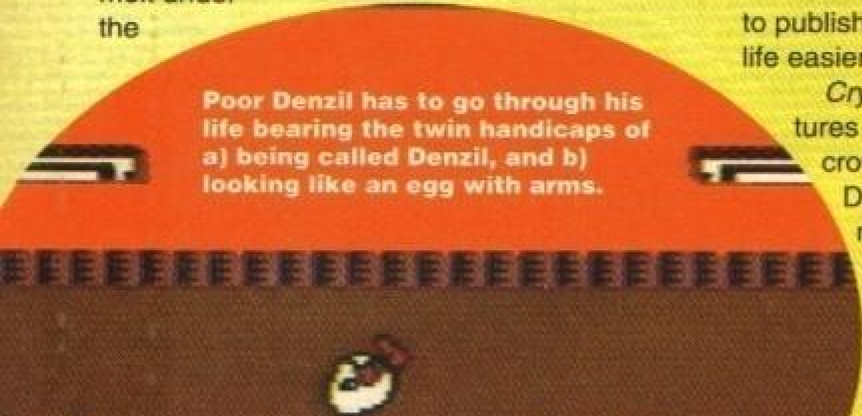
E HONDA Everard to his mates, Mr Honda to his local branch of Weightwatchers, this Sumo dude is the heavyweight he looks but is also surprisingly nimble (for a fat guy!)



CRYSTAL KINGDOM DIZZY

The egg is back. Just when you thought it was safe to play platform-adventures again, our shell-shocked chum re-appears. But this time there's a difference; Dizzy's turned hard. (*What, he's been boiled? – Ed*) He's got a whip and a tattoo, and he knows how to use them…

Like all the other *Dizzy* games, *Crystal Kingdom* has got a plot so thick you could dip a soldier in it and eat it for breakfast. What seems to have happened is this… (Do you think anyone's really interested in this, Trent?) (*Yes. Get on with it or I'll break your spleen – Ed.*) Right, well, the treasures of the Prophet Zeffar have been stolen from the Ice Palace. Oh no! What a total disaster! (*All right. There's no need to overdo it – Ed*). This Ice Palace thing has started to melt under the strain, and only Dizzy can save the once happy, prosperous land where they all live – a land where honey grows on trees, spoons are non-existent and everybody dresses like Norman Lamont.



Poor Denzil has to go through his life bearing the twin handicaps of a) being called Denzil, and b) looking like an egg with arms.

So off Dizzy goes, with you in control. You've got to wander your way through various levels, divided into four main areas. There's the Yolkfolk village, Blackheart's pirate ship, a desert island and, finally, the gradually liquifying Ice Palace itself.

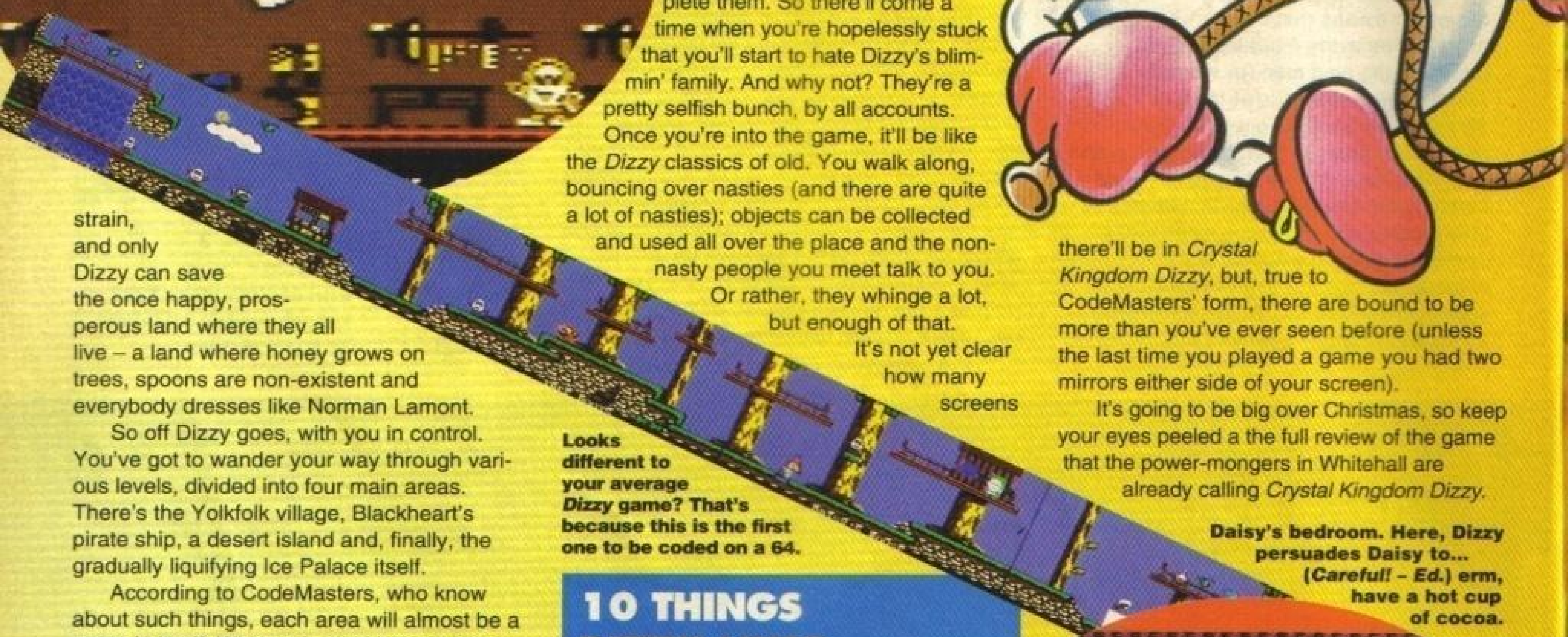
According to CodeMasters, who know about such things, each area will almost be a game in itself. When you complete an area, you're given a code so you'll be able to restart where you left off. (And we'll be able to publish them in Gamebusters and make life easier for those who have got stuck.)

Crystal Kingdom Dizzy also features all the rest of the Dizzy crowd. You know – Daisy, Dylan and the other anthropomorphic eggs. They provide the sub-plots in the game. Each of them has got a little quest for Dizzy to solve, and he can only progress if he manages to complete them. So there'll come a time when you're hopelessly stuck that you'll start to hate Dizzy's blimmin' family. And why not? They're a pretty selfish bunch, by all accounts.

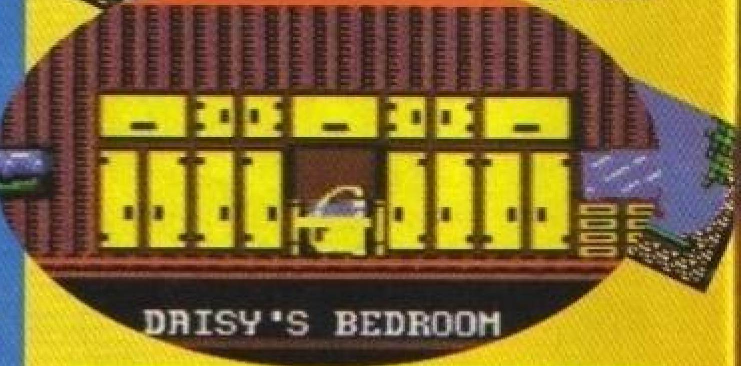
Once you're into the game, it'll be like the *Dizzy* classics of old. You walk along, bouncing over nasties (and there are quite a lot of nasties); objects can be collected and used all over the place and the non-nasty people you meet talk to you. Or rather, they whinge a lot, but enough of that.

It's not yet clear how many screens there'll be in *Crystal Kingdom Dizzy*, but, true to CodeMasters' form, there are bound to be more than you've ever seen before (unless the last time you played a game you had two mirrors either side of your screen).

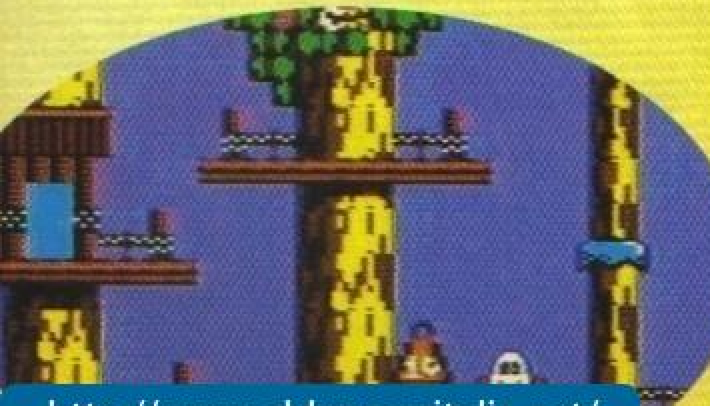
It's going to be big over Christmas, so keep your eyes peeled a the full review of the game that the power-mongers in Whitehall are already calling *Crystal Kingdom Dizzy*.



Looks different to your average *Dizzy* game? That's because this is the first one to be coded on a 64.



Daisy's bedroom. Here, Dizzy persuades Daisy to… (*Careful! – Ed.*) erm, have a hot cup of cocoa.



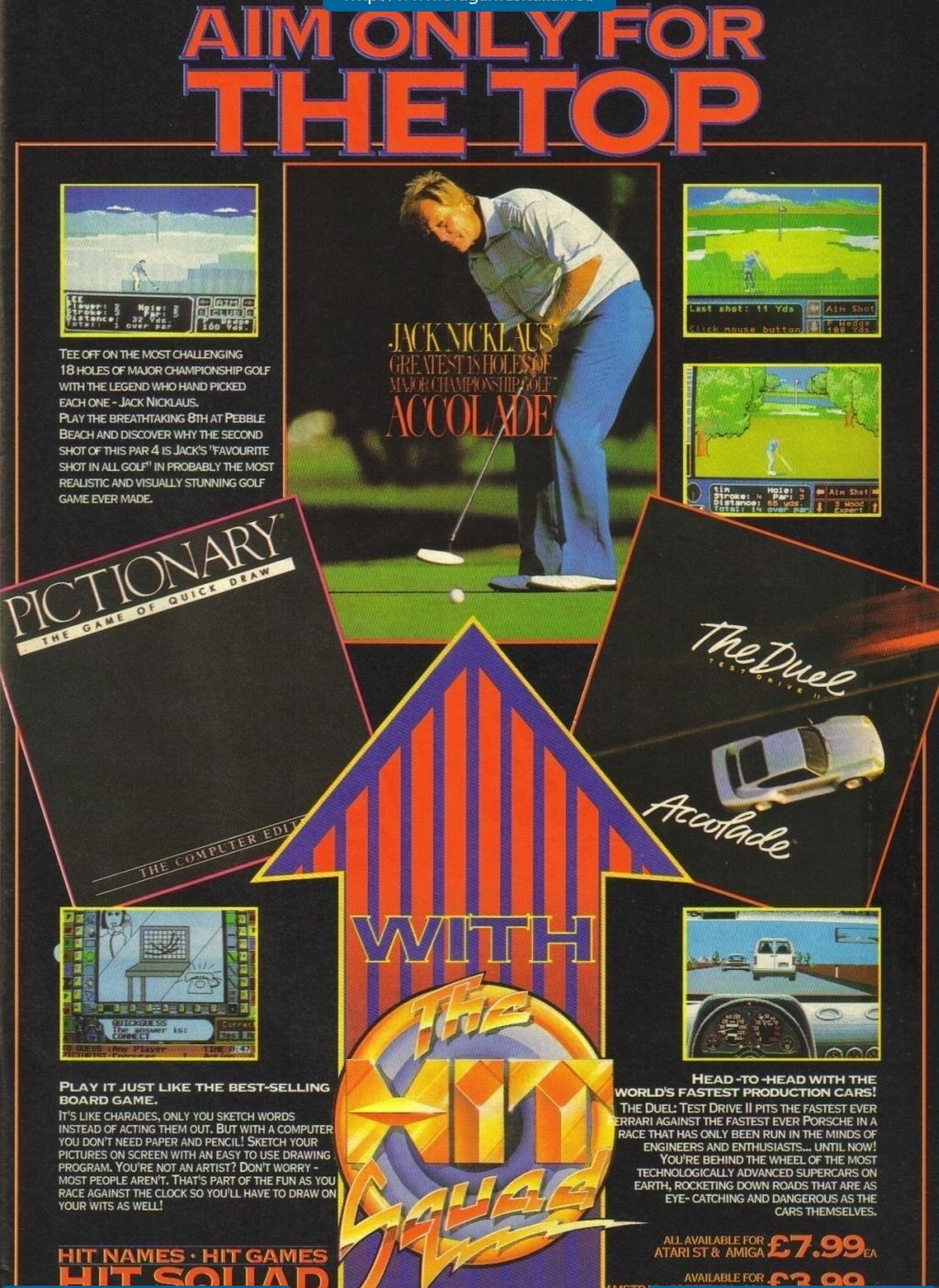
Hop on if you want a lift. Yes, there are plenty of these handy quite-easy-to-operate-once-you-know-how lifts dotted around.

10 THINGS DIZZY LIKES

1 Favourite clothing: Shell suits
2 Favourite poet: P B Shelley
3 Favourite MP: Tim Eggar
4 Favourite record: The Beatles' White Albumen
5 Favourite comedian: 'Arry Henfield
6 Favourite Shakespeare play: Omelette, Prince of Denmark
7 Favourite Indian meal: Eggwina Currie
8 Favourite car: Ford Eggscort *Coopé Hatch*back
9 Favourite singers: Sam Cook and Ella Fitzgerald (Sam 'n' Ella, geddit?)
10 Favourite band: Metallica

Game	Crystal Kingdom Dizzy
Publisher	CodeMasters
Price	£9.99 cassette
Available	End of November
Contact	☎ 0926 814132

AIM ONLY FOR THE TOP


LEE
Player: 2 Hole: 8
Stroke: 3 Par: 4
Distance: 32 Yds.
Total: 1 over par
AIM
CLUB
P Wedge
100 Yds.
Last shot: 11 Yds
Aim Shot
Click mouse button
P Wedge
100 Yds.
tim
Hole: 4
Stroke: 4 Par: 3
Distance: 65 yds.
Total: 14 over par
Aim Shot
3 Wood
Expert
JACK NICKLAUS'
GREATEST 18 HOLES OF
MAJOR CHAMPIONSHIP GOLF™
ACCOLADE
PICTIONARY®
THE GAME OF QUICK DRAW
THE COMPUTER EDIT
The Duel
TEST DRIVE II
Accolade™
QUICKGUESS
The answer is:
CONNECT
Correct
GUESS: Any Player
TIME 0:47
WITH
The HIT Squad

TEE OFF ON THE MOST CHALLENGING 18 HOLES OF MAJOR CHAMPIONSHIP GOLF WITH THE LEGEND WHO HAND PICKED EACH ONE - JACK NICKLAUS.

PLAY THE BREATHTAKING 8TH AT PEBBLE BEACH AND DISCOVER WHY THE SECOND SHOT OF THIS PAR 4 IS JACK'S "FAVOURITE SHOT IN ALL GOLF" IN PROBABLY THE MOST REALISTIC AND VISUALLY STUNNING GOLF GAME EVER MADE.

PLAY IT JUST LIKE THE BEST-SELLING BOARD GAME.

IT'S LIKE CHARADES, ONLY YOU SKETCH WORDS INSTEAD OF ACTING THEM OUT. BUT WITH A COMPUTER YOU DON'T NEED PAPER AND PENCIL! SKETCH YOUR PICTURES ON SCREEN WITH AN EASY TO USE DRAWING PROGRAM. YOU'RE NOT AN ARTIST? DON'T WORRY - MOST PEOPLE AREN'T. THAT'S PART OF THE FUN AS YOU RACE AGAINST THE CLOCK SO YOU'LL HAVE TO DRAW ON YOUR WITS AS WELL!

HEAD -TO -HEAD WITH THE WORLD'S FASTEST PRODUCTION CARS!

THE DUEL: TEST DRIVE II PITS THE FASTEST EVER FERRARI AGAINST THE FASTEST EVER PORSCHE IN A RACE THAT HAS ONLY BEEN RUN IN THE MINDS OF ENGINEERS AND ENTHUSIASTS... UNTIL NOW! YOU'RE BEHIND THE WHEEL OF THE MOST TECHNOLOGICALLY ADVANCED SUPERCARS ON EARTH, ROCKETING DOWN ROADS THAT ARE AS EYE- CATCHING AND DANGEROUS AS THE CARS THEMSELVES.

ALL AVAILABLE FOR ATARI ST & AMIGA **£7.99** EA

AVAILABLE FOR £3.99

AMSTRA

JACK NICK

HIT NAMES · HIT GAMES

HIT SQUAD

M3 4LZ

INTERNATIONAL TENNIS

Zeppelin Games must know something the rest of us don't. Why else would they release a tennis game in the closing stages of autumn? Perhaps they know that, as the leaves fall, the bonfires crackle and the chilly night blows in earlier every dull afternoon, our minds turn to lush summer grass, sunshine and the warm, still air over the tennis court; long rallies, shrieks of delight and cool, shady drinks.

Or perhaps the game is just hideously late. We shall never know. But here is the first glimpse of it, and jolly fine it looks too. What can be said of it? Well apart from the obvious – it simulates tennis – not a lot. But I'll find something, otherwise this is going to be a pretty brief preview.

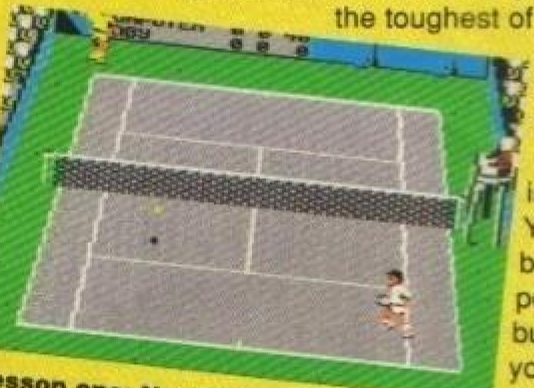
You can play the computer or another person (always a good option), and there's a choice of one, three or five sets. You can even choose to play on a clay, hard or lawn court. This affects the bounce, with lawn being the hardest to master.

The computer skill level can also be selected, and, once you've typed in your name(s), it's time to get on to the court. During the game, you can run (at pretty impressive speeds, it must be said) anywhere around the area of play. This rapid reaction means that you can retrieve the toughest of lobs, thus keeping the rally (and the excitement) going.

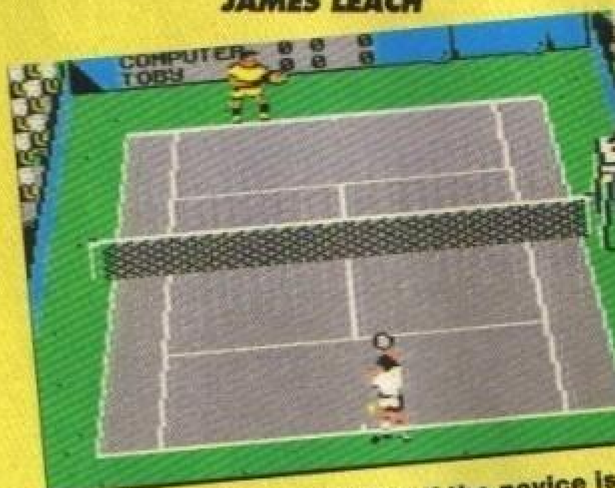
Hitting the ball is pretty easy. You don't need to be in pixel-perfect position to do it, but if you're close, you've got far more control over where the ball will head after you've given it a thump.

The game is getting pretty close to release, and the graphics are looking well spiffy (as you can see from the grabs). Although there have been plenty of tennis sims, is this *the* one for C64 owners to have? Will it be an ace, or suffer from too many faults? You know where you're going find the answers – *Commodore Format*, next month. Be here or we'll send John McEnroe around… with a megaphone.

JAMES LEACH



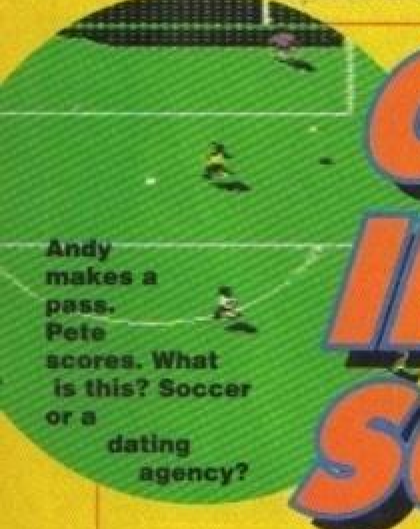
Lesson one: Never run on court. You could trip and have someone's eye out. Always walk with your racket pointing away from your body and a medical team in attendance.



Lesson 68B: Serving. It helps if the novice is able to strike the ball as it returns to earth after it has been thrown. Missing repeatedly is the sure sign of an underachiever.

Game	International Tennis
Publisher	Zeppelin
Price	£3.99 cassette
Available	November
Contact	091 385 7755

GRAEME SOUNESS INTERNATIONAL SOCCER



Andy makes a pass. Pete scores. What is this? Soccer or a dating agency?

After Liverpool's recent performances, Trenton reckons Graeme Souness should have police protection around the clock. Why? Has he got a very expensive clock? It's baffling.

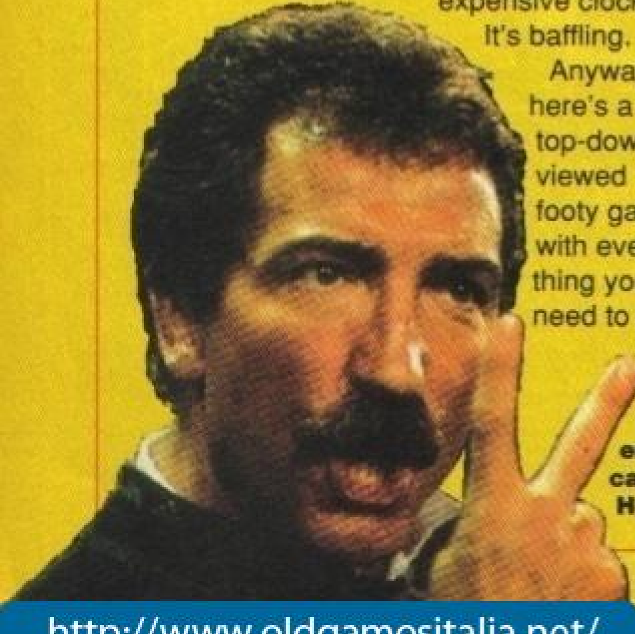
Anyway, here's a top-down viewed footy game with everything you need to play the glorious game that is football, our national sport. In other words, there's a stripy pitch, 22 men, two nets and a ball. The idea of the game is to kick the ball into your opponents' net. Unless you're a goalkeeper, you mustn't handle the b… (*Oi! Get on with the bloomin' preview! – Ed*).

The first thing that struck me about this sim is the sharp-edged box as it was hurled across the office by Trenton. Reduced to using only one eye, I loaded the game and was rewarded by seeing a smart set of small but neat characters belting around at phenomenal speed.

The game looks to be packed full of options – two-, four-, eight- or 12-minutes per half and one or (hooray!) two players. There's even a choice of 13 strip colours. So after an hour or two deliberating over whether your men look just *too* divine in green, it's time to run on to the pitch.

You can control all the players on your team except the goalie, and the strength of each shot is dependent on how long you hold the fire-button down. You can also bend the ball in flight by slamming the joystick to the side you want it to curve. It's not just a gimmick, according to the programmers, it's darned essential if you want to beat the computer at a high level.

To tackle, you just hit fire while running full pelt towards the guy in possession, and



It's a little known fact that Graeme Souness is fluent in sign language. It's amazing the messages he can convey with just a few simple finger twitches. Here he's ordering two chicken burgers to take away.

Trevor often thought the midfield was like a parched desert – no comfort, no respite from the sun, circling vultures. But he was wrong. It was more like a grass pitch in High Wycombe.

IAN CYCLOPEDIA INVESTIGATES TENNIS AND SOCCER

Contrary to popular opinion, there's a world of difference between tennis and what the Conservatives call 'soccer'. As a guide to the layman, I've highlighted the major discrepancies...

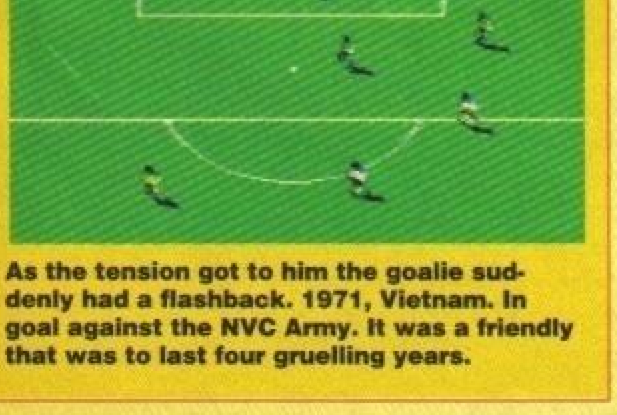
1 Soccer is played with 22 people, some of whom must be there under protest.
2 Tennis requires several stroppy 11-year-old girls, being pressured by their parents to burn out by the time they're 15.
3 Tennis can be played on any open land. Soccer requires a perfectly manicured pitch or 'green'.
4 In soccer, hand-held weapons are discouraged. Tennis is played with at least two bats, or 'sticks', strung with cat's whiskers.
5 Sliding tackles are a vital part of soccer. In tennis, you have to first leap the net, so it's an uncommon occurrence.
6 Soccer fans traditionally hurl abuse at the referee. Tennis players, not their fans, must carry out this vital task.
7 Soccer and tennis have the same number of letters. Football has more than either.
8 Americans are quite good at tennis.
9 But not soccer.
10 Soccer is much older and an all-round better sport than tennis, especially where the great Bristol Rovers are concerned.
(*Away the Gas! – Roger.*)

if the ball is free, any man running towards it will pick it up automatically. This makes the game easier than some that have appeared in the past (indeed, easier, some would say, than the real thing).

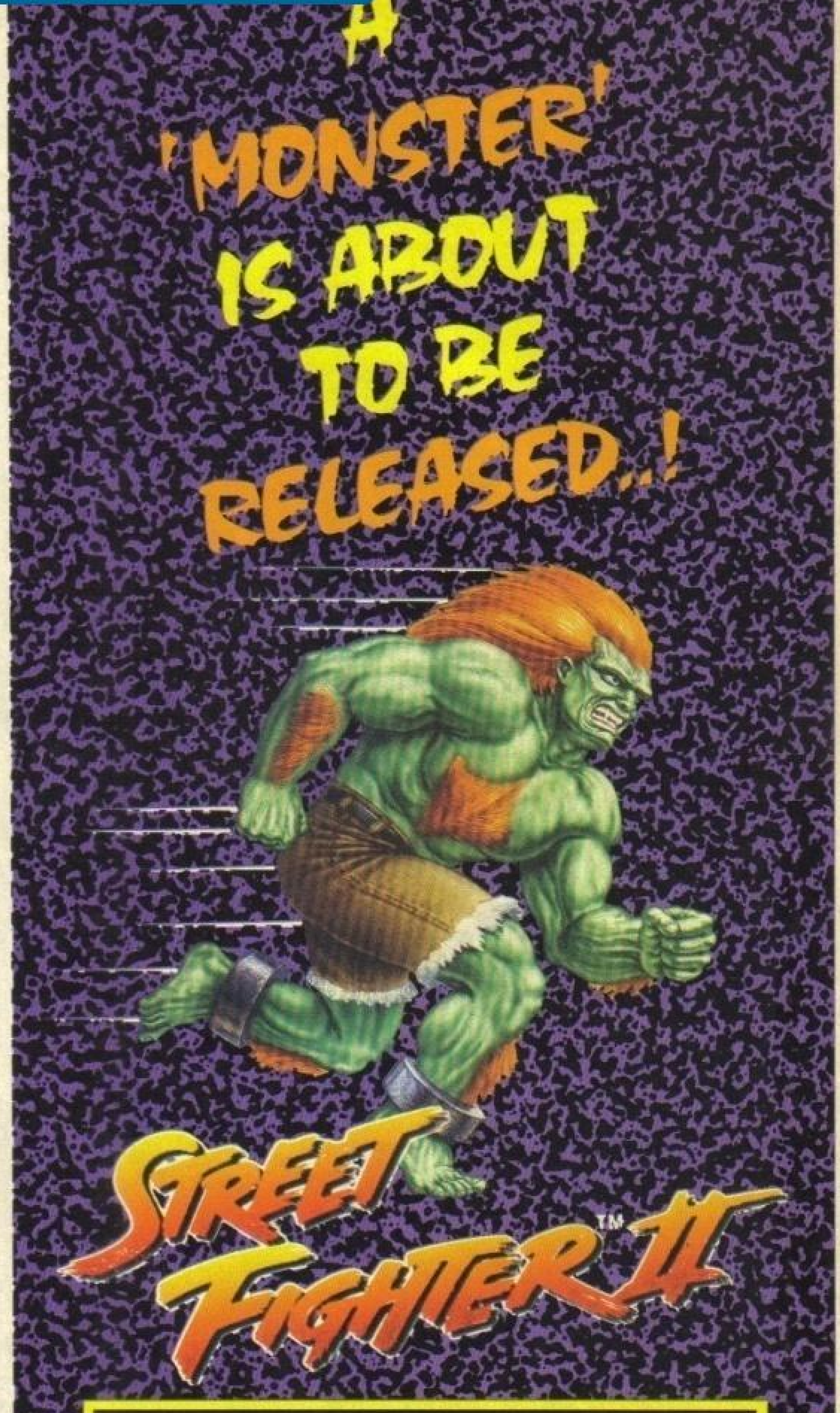
Appetite whetted? Well, sleep easy knowing that one day soon, maybe today, maybe tomorrow, maybe in a month, there'll be a full review of *Graeme Souness International Soccer.* (It'll probably be in a month, to be honest).

JAMES LEACH

Game	Graeme Souness International Soccer
Publisher	Zeppelin
Price	£3.99 cassette
Available	November
Contact	091 385 7755



As the tension got to him the goalie suddenly had a flashback. 1971, Vietnam. In goal against the NVC Army. It was a friendly that was to last four gruelling years.


A 'MONSTER' IS ABOUT TO BE RELEASED..!
STREET FIGHTER II™

At last! Street Fighter II, currently the most popular arcade game, is about to become available for your home computer. Ask your dealer when!

'YOU HAVE BEEN WARNED!!'

CAPCOM USA

U.S. GOLD

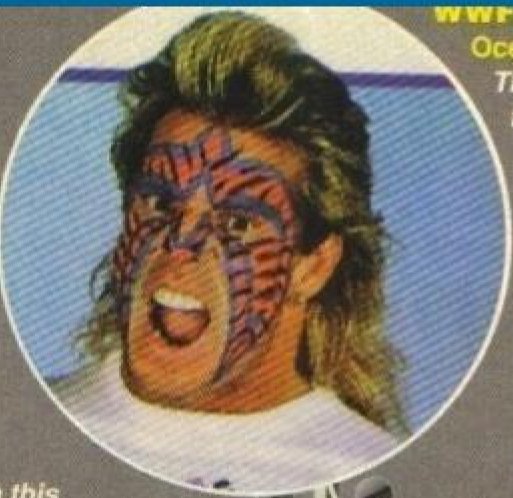
Available on: Spectrum cassette, C64, Amstrad CPC cassette & disk, Atari ST, Amiga and PC Compatibles.

Street Fighter™II ©1992 Capcom USA Inc. All rights reserved. Street Fighter™II is a registered trademark of Capcom USA Inc. Manufactured and distributed under license from Capcom USA Inc by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham, B6 7AX.

EARLY WARNING! SCANNER

GOOD GRACIOUS

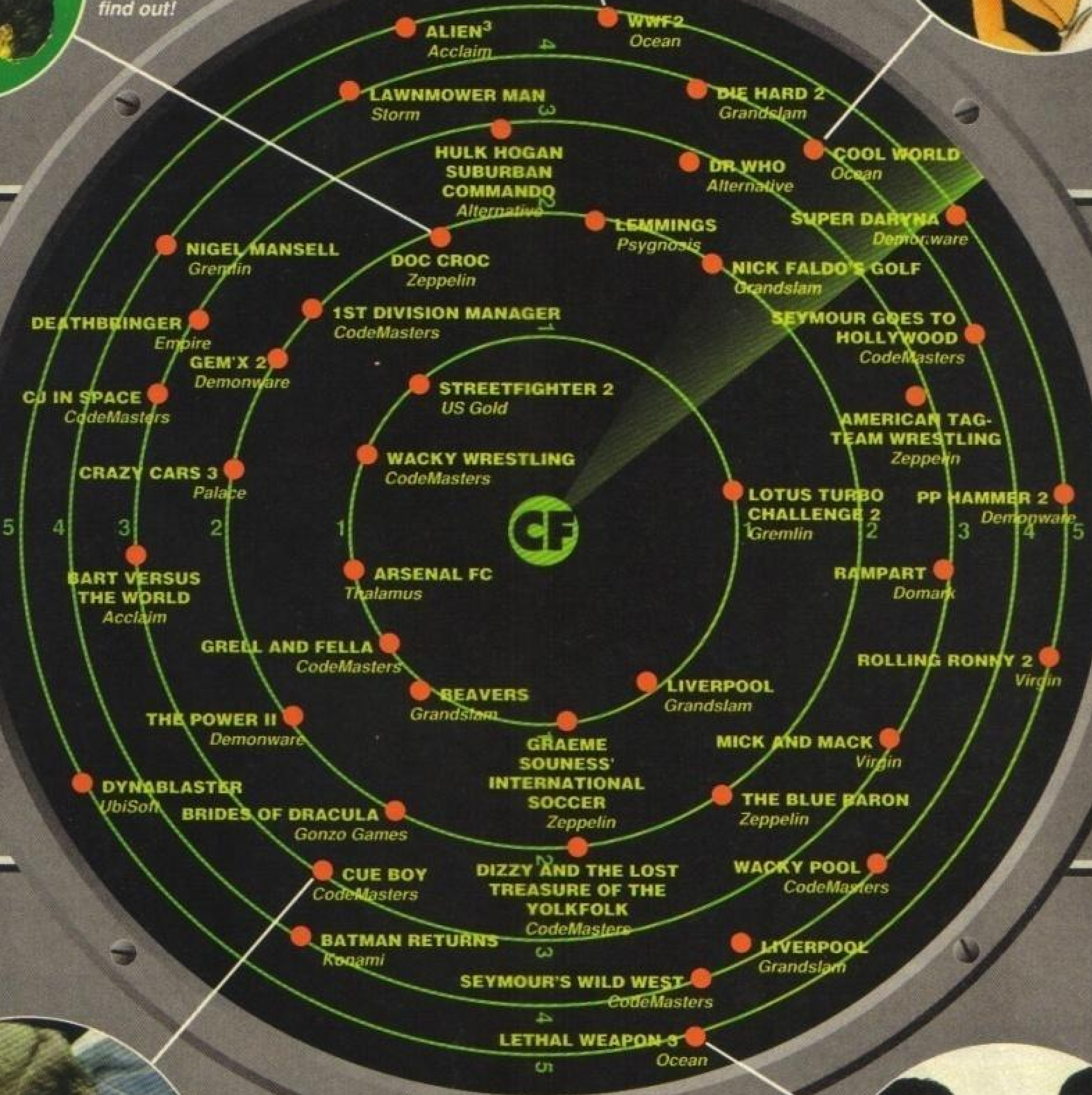
Christmas is coming, the scanner's getting fat. What impressive software lies in Santa's big, erm, hat? Forget Yuletide surprises because our scope tells you all you need to know...



WWF2
Ocean
They're big, they're mean and they're not afraid to wear make-up and growl for the cameras. Yes, WWF is returning. It should be faster and have more moves. It's gonna get ya!

DOC CROC
Zeppelin
Round the Bend *is back with this scathingly satirical view of the Battle of Jutland. Or it might be a platformer about the Doc. See the Powerpack to find out!*

COOL WORLD
Ocean
Kim Basinger cartoon fantasy ahoy! The girl with the curves is coming to the 64!


ALIEN^3 Acclaim
WWF2 Ocean
LAWNMOWER MAN Storm
DIE HARD 2 Grandslam
HULK HOGAN SUBURBAN COMMANDO Alternative
DR WHO Alternative
COOL WORLD Ocean
LEMMINGS Psygnosis
SUPER DARYNA Demonware
NIGEL MANSELL Gremlin
DOC CROC Zeppelin
NICK FALDO'S GOLF Grandslam
1ST DIVISION MANAGER CodeMasters
DEATHBRINGER Empire
GEM'X 2 Demonware
SEYMOUR GOES TO HOLLYWOOD CodeMasters
CJ IN SPACE CodeMasters
STREETFIGHTER 2 US Gold
AMERICAN TAG-TEAM WRESTLING Zeppelin
WACKY WRESTLING CodeMasters
CRAZY CARS 3 Palace
LOTUS TURBO CHALLENGE 2 Gremlin
PP HAMMER 2 Demonware
CF
BART VERSUS THE WORLD Acclaim
ARSENAL FC Thalamus
RAMPART Domark
GRELL AND FELLA CodeMasters
ROLLING RONNY 2 Virgin
BEAVERS Grandslam
LIVERPOOL Grandslam
THE POWER II Demonware
GRAEME SOUNESS' INTERNATIONAL SOCCER Zeppelin
MICK AND MACK Virgin
DYNABLASTER UbiSoft
BRIDES OF DRACULA Gonzo Games
THE BLUE BARON Zeppelin
CUE BOY CodeMasters
DIZZY AND THE LOST TREASURE OF THE YOLKFOLK CodeMasters
WACKY POOL CodeMasters
BATMAN RETURNS Konami
LIVERPOOL Grandslam
SEYMOUR'S WILD WEST CodeMasters
LETHAL WEAPON 3 Ocean
1
2
3
4
5

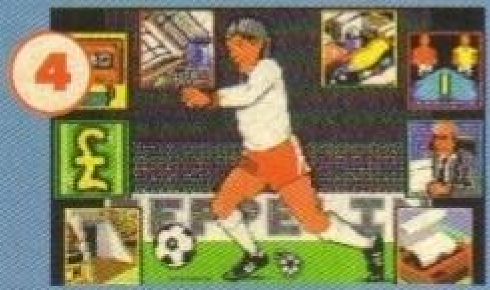
CUE BOY
CodeMasters
Snooker and Pool as you've never seen it before. (viewed from under the table? – Ed.) No, it's just that the 64 needs another good clicking balls and chalking cues sim. This could be it.

LETHAL WEAPON 3
Ocean
Riggs and Murtaugh are back. This time they're on traffic patrol after cocking up a bomb defusing. But don't expect things to be quiet!

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP

The CHARTS

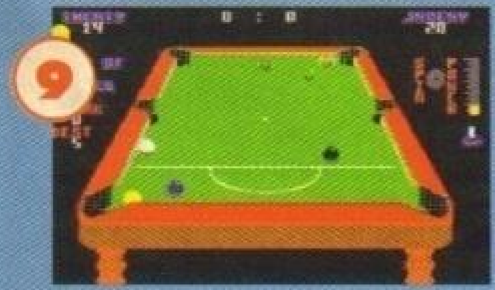
He's still there! More tenacious than limpet superglued to a sticky bun, *Arnie* clings on to the top spot for the 349th month. (Or does it just seem that way?)



Graeme Souness (of *Soccer Manager* fame) models for Brian Mills catalogues. Gary Lineker is a model footballer. Graham Taylor builds Airfix models.

DJ Puff, fresh from a bit of really wick-eeed toasting (the flame-throwing breath comes in handy and does the bread in no time), flies back up to number six.

Lisa once gave James a spin in one of her Lotuses. He said it was just like *Lotus Turbo Challenge*. (*Remind me never to get in a car with Lisa, then – Ed.*)



It's exciting. It's nail-biting. It's *Championship 3D Snooker*. It's not a very good sim of the real thing, then, which is about as exciting as the Test Card.

CF'S TOP 80 GAMES

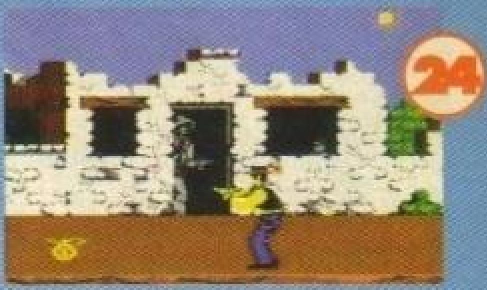
1	**ARNIE** ▶	Zeppelin	£3.99	CF21 83%
2	**GOLDEN AXE** ▶	Tronix	£3.99	CF20 89%
3	**RAINBOW ISLANDS** ▶	Hit Squad	£3.99	CF19 92%
4	**GRAEME SOUNESS SOCCER MANAGER** ▲	Zeppelin	£3.99	CF24 71%
5	**DIZZY DOWN THE RAPIDS** ▲	CodeMasters	£3.99	CF17 91%
6	**DJ PUFF** ▲	CodeMasters	£3.99	CF22 88%
7	**GO FOR GOLD** ▲	Kixx	£3.99	not reviewed
8	**LOTUS TURBO CHALLENGE** ▲	GBH	£3.99	CF21 90%
9	**CHAMPIONSHIP 3D SNOOKER** ▲	Zeppelin	£3.99	CF19 88%
10	**SUPER OFF ROAD** ▼	Tronix	£3.99	CF20 38%

11	F16 Combat Pilot	Action 16	£3.99	46	Turrican 2	Kixx	£3.99
12	The Olympiads	Microvalue	£3.99	47	Multimix 1 Golf	Kixx	£4.99
13	Summer Camp	Kixx	£3.99	48	Chase HQ	Hit Squad	£3.99
14	Italia '90	Tronix	£3.99	49	RoboCop 2	Ocean	£19.99
15	Bubble Dizzy	CodeMasters	£3.99	50	Frankenstein	Zeppelin	£3.99
16	Toki	Ocean	£14.99	51	Bod Squad	Zeppelin	£3.99
17	Shoot-'Em Up Con Kit	GBH	£4.99	52	Battle Command	Ocean	£14.99
18	Creatures 2	Thalamus	£10.99	53	RoboCop 3	Ocean	£14.99
19	New Zealand Story	Hit Squad	£3.99	54	Slightly Magic	CodeMasters	£3.99
20	Test Master	E&J	£3.99	55	Dizzy Collection	CodeMasters	£9.99
21	James Pond – RoboCod	Millennium	£11.99	56	Total Recall	Hit Squad	£3.99
22	International 3D Tennis	GBH	£3.99	57	Midnight Resistance	Hit Squad	£3.99
23	RoboCop	Hit Squad	£3.99	58	Fantasy World Dizzy	CodeMasters	£3.99
24	Combat Pack 3	Zeppelin	£3.99	59	Hit Pack 1	Zeppelin	£3.99
25	Multi-Player Soccer	Cult	£3.99	60	4 Quattro Fighters	CodeMasters	£3.99
26	Quattro Megastars	CodeMasters	£3.99	61	SCI	Ocean	£19.99
27	Bubble Bobble	Hit Squad	£3.99	62	Ghouls 'n' Ghosts	Kixx	£3.99
28	Magic Land Dizzy	CodeMasters	£3.99	63	Batman – The Movie	Hit Squad	£3.99
29	Manchester United	GBH	£3.99	64	Supercars	GBH	£7.99
30	Emlyn Hughes Soccer	Touchdown	£3.99	65	Edd The Duck	Zeppelin	£3.99
31	Pro Tennis Tour	Hit Squad	£3.99	66	Murray Mouse	CodeMasters	£3.99
32	Treble Champions	E&J	£3.99	67	Stunt Car Racer	Kixx	£3.99
33	WWF Wrestlemania	Ocean	£10.99	68	Turrican	Kixx	£3.99
34	Dizzy's Excellent Advent	CodeMasters	£9.99	69	Four Game Pack 3	Atlantis	£3.99
35	Seymour GT Hollywood	CodeMasters	£3.99	70	Match of the Day	Zeppelin	£10.99
36	Microprose Soccer	Kixx	£3.99	71	The Simpsons	Ocean	£10.99
37	Viz	Tronix	£4.99	72	Europe Football Champs	Domark	£10.99
38	Space Crusade	Gremlin	£10.99	73	International Ice Hockey	Zeppelin	£3.99
39	World Cricket	Zeppelin	£3.99	74	Double Dragon 2	Tronix	£3.99
40	The Addams Family	Ocean	£10.99	75	Treasure Island Dizzy	CodeMasters	£3.99
41	Jack Nicklaus Golf	Hit Squad	£3.99	76	Moonwalker	Kixx	£3.99
42	Ultimate Golf	GBH Gold	£4.99	77	Sports Pack 5	Zeppelin	£3.99
43	American 3D Pool	Zeppelin	£3.99	78	Myth	Kixx	£3.99
44	Championship Wrestling	Kixx	£3.99	79	The World Cup	D&H Games	£3.99
45	Gunship	Kixx	£3.99	80	Sly Spy	Hit Squad	£3.99

THE KEY

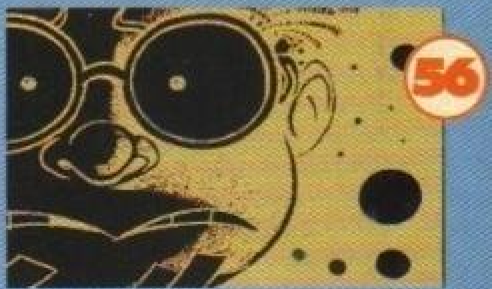
GOING UP ▲
GOING DOWN ▼
NEW ENTRY NEW
STANDING STILL ▶

The Olympiads suffers from the same problem as the real Olympics – there aren't any sports that us Brits are really good at, like Darts and Dominoes.

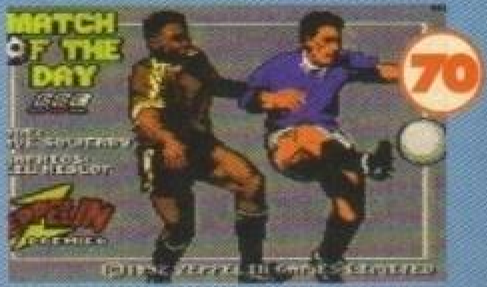


The good, the bad and the decidedly humdrum. *Spaghetti Western Simulator* is one of the rather yawnsome offerings on *Combat Pack* three.

Igor was an enthusiastic body collector. Any old Prof Frankenstein didn't want he would press carefully between the pages of large book and stick in his Body Album.



There's a new entry at number 56, but I can't quite remember what it's about. The picture looks familiar but there's something not quite right, I'm sure...



Did you know that on the very first *Match of the Day*, the Romans beat the Scots 3-0. A young Jimmy Hill's comment was, "Estus boysus donnis goodus."

IF YOU'VE BEEN FOLLOWING SUPER PLAY, YOU'LL KNOW THAT EVERYBODY ELSE HAS, TOO.

100% FOR SUPER NINTENDO PLAYERS
FROM THE MAKERS OF TOTAL!
スーパー プレイ
£1.95
INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY
ISSUE 1
NOVEMBER 1992
NEW!
OVER 130 GAMES TESTED
SUPER NINTENDO SENSATION!
Secrets of world's top games machine revealed!
IMPORT REVIEWS!
SUPER MARIO KART
No question – this is the best SNES driving game yet, and by miles!
BART'S NIGHTMARE
You won't want to wake up!
PLUS! Xandra's Big Adventure, Out Of This World and more!
OFFICIAL REVIEWS!
DRAGON'S LAIR
PLUS! Street Fighter II gets a UK release • Every Brit game reviewed!
FREE!
Brilliant Super Play pin badge!
THE BEST STREET FIGHTER II CHEATS EVER!
Future
Your guarantee of value
AND THIS!
Prince Of Persia Play Guide! Win 100s of games! SPIDEY & X-MEN programmers speak! And Britain's BIGGEST EVER games show!

This year the magazine to watch for cutting edge console gaming isn't one of the ones you might have expected. It's *Super Play*.

From the very first issue it became clear – for the most accurate, honest reviews, for the first news and previews, for the best overview on the entire world scene for 1992's hottest new console, there is now a new place to be.

Super PLAY

ISSUE ONE (WITH FREE PIN BADGE) STILL AVAILABLE!

Bigger, thicker issue two out 5 November!

£1.95

- *Super Play* is never less than 100 pages – and sometimes a whole lot more. When the machine specific Super Nintendo competition struggles to make 84 pages, that's a massive difference in commitment to the SNES straight away.
- *Super Play* is put together by Future Publishing – the people behind *Total!*, the multi-format Nintendo market leader, as well as market leading computer and video titles in every sector. We've got this big by being the best, and we're not stopping now.
- *Super Play* has a commitment to cover every Super Nintendo game as it comes out – all the official UK games, plus the best, most playable ones from America and Japan the minute they get imported. Unlike some magazines, which concentrate on just one side of the story, you get the complete picture with *Super Play*.

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

For the best in Player's Guides, news, features, comment on existing games and – of course – new game reviews, nobody brings you as much for the Super Nintendo as *Super Play*. For those who've been following the Super NES, the launch of *Super Play* was when everything *really* got started. For the competition, it's going to be a long, heart-breaking year.

SUPER PLAY:
CATCH THE EXCITEMENT FOR YOURSELF

Andy Roberts' Andy Roberts' Andy Roberts'

Andy Roberts' Gamebusters

Andy Roberts pulls your games inside out, turns them upside down and drags them through the fourth dimension to bring you all the latest cheats, hints, maps and tips.

REGULARS

TIP DIP 19
It's new! It's exciting. Oh, all right – it's the same old hotch potch of miscellaneous hints and tips under a new name.

FRAMEBUSTERS 28
The new expanded version offering two-pages' worth of listings POKEs to help you survive even the toughest of games.

SAMARITAN'S CORNER 30
Where you get the chance to be philanthropic (we'll pretend there isn't a prize up for grabs as well).

TIPS GUIDE

SPACE CRUSADE 20
The final six missions of this excellent role-playing game dissected, plus the rundown on commander weapons and orders.

MAPPED

DJ PUFF 23
The journey through the last two levels of this cute platform game revealed.

SPECIAL FEATURES

ACTION REPLAY POKES 24
Power-packed POKES for over 70 of our cover cassette programs!

GAMEBUSTERS INDEX 26
Part two of our complete guide to everything that's ever appeared in these pages.

OTHER GAMES BUSTED THIS ISH

Barbarian	30	Spellbound Dizzy	29
Barbarian 2	30	Spike In Transylvania	29
Battle Command	19	Steg the Slug	19
Biff	19	Super G-Man	29
Bug Bomber	28	Super Robin Hood	29
Cool Croc Twins	28	Super Seymour	29
Cyberdyne Warrior	30	Super Stuntman	29
Fuzzball	28	Superhero	29
Gremlins 2	30	Supertank	29
Ikari Warriors	30	Terra Cognita	29
Midnight Resistance	28	Thunderbolt	29
Mikie	30	Tilt	29
Paperboy	30	Treasure Island Dizzy	29
Red Max	29	Vampire	29
Sky High Stuntman	29	Wacky Darts	29
Sly Spy	28	Wizard Willy	29

TIP DIP STEG THE SLUG

(CODEMASTERS)

Thanks to Warren Pilkington, here we have all of the passwords for this entertaining little feed-'em-up. Alternatively, enter POSH MOTOR as a password to activate the cheat mode – F1 can then be used to skip levels.

LEVEL 2 – RDNUHCCMGU
LEVEL 3 – EDOUTIOCKO
LEVEL 4 – HDPFUVLCCM
LEVEL 5 – ODQMFUVLIC
LEVEL 6 – MEBHETPIAG
LEVEL 7 – LECGODTRHK
LEVEL 8 – NEDGFLDVRL
LEVEL 9 – OEFVHAGHLV
LEVEL 10 – PEGTTHIGLD

TIP DIP BATTLE COMMAND

(OCEAN)

If you're finding this arcade/strategy game a little tough, heed this sound advice from Steven Flanagan of Sheffield fame. Before you attempt the mission make sure you know what the targets are and which ones have to be taken out first. Study the map carefully and choose the roads to get you to the targets, making a note of where the bridges are.

On the battlefield you'll find it difficult to avoid all the shells and missiles, so it's a good idea to stock up on defence equipment.

The SLAM LASER is excellent, and will destroy all incoming shells and missiles when activated, but there are only 60 shots, so use it sparingly and towards the end of a mission.

The PHANTOM CHAFF DISPENSER fires 'metal confetti' that confuses the radar-controlled missiles.

The SPECTRE IR DECOY FLARES distract infa-red seeking missiles and shells, and you should fire these before the missiles get too close (as it takes a few moments for the flares to activate). Most shells fired by the tanks can be avoided by turning away from the shell's flight path. Missiles, however, are impossible to avoid, and you really need the help of a chaff or slam laser. Never activate the slam laser and the other defences together, as this wastes flares and chaffs.

DRAGONFLY MISSILES are a tad expensive, and are essentially toys; while you are guiding the missile, your tank is vulnerable to attack. But the missile can be guided up or down as well, so it's possible to destroy planes with it.

The MORTAR is very fiddly and time consuming – you'll probably get blown to bits by the time the mortar has been launched. It's extremely useful for destroying those tanks which hide behind hills (the shell can be fired over the hill to hit the tank behind).

BANSHEE MISSILES are available in two types, infa-red and radar-controlled. Infa-red are the best choice, because you get more of them. Banshee missiles are superb for destroying ground vehicles – once you have locked on and fired, you can forget about the missile and move on to another target.

The PHOENIX are surface-to-air missiles (SAM), although they can be fired at ground vehicles too. They are almost identical to the banshee missiles, but choose banshees as opposed to SAMs, unless you're expecting lots of spotter/attack aircraft.

The PULVERISER is almost essential, as it has dozens of rounds. It's great for shooting stationary tanks and buildings, but useless on moving tanks or armoured cars.

TIP DIP BIFF (DEMO)

(POWERPACK 23)

Still stuck on this Spectrum-esque arcade adventure? Fear not, here's the solution courtesy of Jack Turner:
From the start, Down, Down, Down, Left, Left, get CARD, Right, Right, get WIRE CUTTERS, Up, Up, Up, Press SPACE, Press SPACE, then bounce left to complete the demo! Now how about a solution for the full game?

TIP DIP MAZE MANIA

(POWERPACK 20)

If it's a manic maze-type cheat you're after, then look no further. On the title screen, plug your joystick into PORT 1, then move it in a circular motion and press fire a couple of times – the border should turn grey to indicate that the cheat-mode is now active. Plug your joystick back into PORT 2, and you can now press space to jump to the next level.

GO ON, IMPRESS US!

Steve Flanagan is this issue's lucky recipient of some valuable (ish) software vouchers. To emulate his good fortune send us your maps, tips, solutions, and POKEs to: Andy Roberts' Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Andy Roberts dons his hydraulic body armour for the last time to provide you with tips aplenty for the final six missions, ways to impress your friends with hand to hand combat and a recipe for Alien Scum au Gratin.

COMMANDER WEAPONS

POWER AXE & BOLT PISTOL

HAND-TO-HAND: 2 HWD
FIREPOWER: 2 LWD

COMMENT: This is best used with the Ultra Marines, owing to their good all-round combat abilities. The Power Axe can be combined with the Melta Bombs, and the Bolt Pistol combined with the Digital Weapons (which also improves hand-to-hand combat abilities).

POWER SWORD & POWER GLOVE

HAND-TO-HAND: 2HWD & 2LWD
FIREPOWER: None

COMMENT: This powerful combination is ideally suited to the Blood Angels, as their main area of expertise is hand-to-hand combat. If you have the Bionic Arm and Photon Grenades, the power sword and power glove can be coupled with Melta Bombs to attack the Dreadnought – chances are, you'll win.

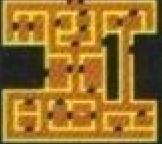
HEAVY BOLTER

HAND-TO-HAND: None
FIREPOWER: 2HWD

COMMENT: This is the only weapon that is compatible with the Combi Weapon, and is therefore best suited to the Imperial Fists. It can then be used as either a Heavy Bolter or a Plasma gun, proving immensely useful in changeable situations.

THE MISSIONS

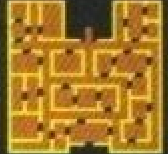
If you've been following the instructions that we've gaven you in the first two briefing sessions of this series then you should have survived missions one to six no hassle, and with any luck you'll have some Honour Badges to splash out on some hi-tech gadgetry. But you still need some tips for the later missions, right? Hold on to your hats, we're going in...



MISSION 7
INTERCEPTION

POINTS REQUIRED: 100
PRIMARY MISSION: Kill at least 15 aliens
SECONDARY MISSION:
Destroy radioactive source

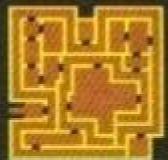
From this mission onwards, 100 points are required to successfully complete the missions, which means that almost every alien has to be killed – there's no room for the faint-hearted now. The radioactive source on this level causes many 'ghost' blips on the scanner, so it's a good idea to head towards it (and ultimately destroy it). The source is located in the central block of rooms at the bottom of the map, but watch out for the Dreadnought in the bottom corridor. Oh, and try opening one of the outer doors just for fun – see those Androids run like mad!



MISSION 8
EXTERMINATE

POINTS REQUIRED: 100
PRIMARY MISSION: Kill 10 Soul Suckers
SECONDARY MISSION:
Destroy Nuclear Powerpack

For this mission, it's a good idea to equip your commander with a good hand-to-hand weapon, along with an assault cannon/plasma gun equipped with targeters. The Soul Suckers are concentrated around the room at the bottom of the map – not surprising, as it contains the Nuclear Powerpack you have to blast and some Soul Sucker eggs. Destroy the Powerpack and eggs to begin with, then pull your men out one by one. Chances are, you'll be able to kill enough Soul Suckers as you retreat.



MISSION 9
LOCATE & EXTERMINATE

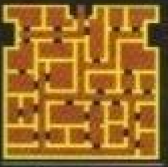
POINTS REQUIRED: 100
PRIMARY MISSION: Destroy all Eggs
SECONDARY MISSION:
Kill 10 Soul Suckers

This level is horrendously difficult, so make sure that you pack some mean firepower. Again, give your Commander a decent hand-to-hand weapon (ideally the Power Glove and Power Sword), as this is the only effective way to defend him against the dozens of Soul Suckers lurking about. The huge room at the centre of the map is the hatchery and should be approached from the bottom-left (if you want to live, that is). Send the heavy weapons-bearing Marines in first, followed by your Commander (and stay away from the Dreadnought at all costs – he's deadly accurate). This is one mission where an extra marine chapter can mean the difference between success or failure.

MISSION 10
SABOTAGE & WITHDRAW

POINTS REQUIRED: 100
PRIMARY MISSION: Destroy weak spot
SECONDARY MISSION:
Seek & Destroy Dreadnought

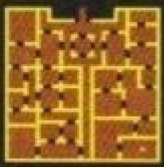
The safest route to take on this mission is around the right-hand edge of the map; the most deadly alien you'll encounter this way is an Orc. The weak spot is situated in the large room at the top of the map, and is heavily guarded by a Dreadnought (with heavy weapons), along with a sprinkling of Orcs, Gretchins and the odd Chaos Commander – it's a good idea to dispose of these before you attempt to destroy the weak spot. Once the vacuum begins to spread, retreat quickly (using the 'Move It!' order if necessary) and return to the docking claw via the same route. Venture through the centre of the map and you'll encounter Androids, Soul Suckers and Chaos Marines. So... erm... don't.



MISSION 11
DESTROY ALIEN SHIP 17

POINTS REQUIRED: 100
PRIMARY MISSION:
Activate ship self-destruct
SECONDARY MISSION:
Kill three infected Androids

This mission is very, very tricky to pull off without losing valuable marines. The first point to bear in mind is that the self-destruct panel, when destroyed, releases a vacuum which spreads faster than usual. The second point is that a particularly nasty Dreadnought lurks in the room to the left of the self-destruct panel. Therefore, firepower is of paramount importance, but be cautious with your heavy weapons marines – the vacuum moves faster than them (unless, of course, you're playing with the Imperial Fists, in which case use the Suspensors). If you're aiming to complete the secondary mission as well, make sure that you complete it BEFORE the primary mission.



MISSION 12
DESTROY CUBE OF CHAOS

POINTS REQUIRED: 100
PRIMARY MISSION: Destroy the Cube
SECONDARY MISSION: Activate self-destruct

Surprisingly, this final mission isn't as difficult as you might think it should be, but nevertheless it pays to take in an extra marine chapter just to be on the safe side. There is only one 'route' to the Cube of Chaos, but watch out for Soul Suckers and Chaos Marines appearing suddenly from side rooms. The only other obstacle is a Dreadnought (surprise, surprise), but apart from that the Cube is a doddle to destroy. Attempting the secondary mission is not recommended, although you may need the extra points. If you decide to tackle it, the self-destruct mechanism is situated in the engine room at the bottom-left corner of the map.

A FEW MORE POINTS OF INTEREST

Here's the points run-down table for the last six missions showing the scores you get for blasting the aliens on each level. (This chart also includes eggs, which you'll encounter on levels eight and nine.) As we told you last month, you have to score a designated amount of points in order to win a mission (in addition to completing the primary mission objective). Again note that RUBBLE includes things such as control panels, canisters and the self-destruct mechanism – these may be worth more points if destroying them is the secondary mission.

ALIEN	MISSION 7	8	9	10	11	12
EGGS	–	0	2	–	–	–
RUBBLE	15	15	–	15	15	15
GRETCHIN	2	1	1	1	1	1
ORK	2	1	–	1	1	1
ANDROID	2	1	1	1	2	1
CHAOS MARINE	2	1	1	1	1	1
CHAOS MARINE (HW)	2	1	1	1	1	1
CHAOS COMMANDER	2	1	1	1	1	1
SOUL SUCKER	2	4	3	2	–	4
DREADNOUGHT	2	–	4	5	5	4

ORDERS

● FIRE – Particularly useful when your team is trapped in a room full of assorted aliens, and is best used to clear a path out of a dangerous area. It's also your best bet if you have a Dreadnought to kill and only a couple of men left to do the job.

● MOVE IT – If your chapter becomes surrounded by aliens, or if an outer door has just been opened, this order will be immensely useful for making a hasty retreat. You may also need to use it when returning to the docking claw (if the amount of turns remaining is low).

● PHOTON GRENADES – Exclusive to the Blood Angels, this is best used by your Commander on the Dreadnought (or any relatively hard alien). Combine this with Melta Bombs for maximum impact.

● CLOSE ASSAULT – This should only be used in desperate situations where it is necessary to attack twice (or attack and shoot) in the same turn, particularly when surrounded by Gretchins and Orks (such as on missions seven, nine and 11). Oh yes, and it can only be used by the bolter-bearing marines. Sorry, but that's the way it is.

● HEAVY WEAPON – Exclusive to the Ultra Marines, this can be a life-saving order. It allows a heavy weapons marine to move and shoot twice (in any order) in one turn. It's invaluable in the hatchery on level nine (when combined with the assault cannon), or for use on a heavy weapon-bearing Dreadnought. Combine with a targeter for maximum effect. Actually, did you spot the deliberate (ahem) mistake in the game? That's right - this order belongs to the Fists.

● BY SECTIONS – This comes in very useful on the later missions, in particular when some men are trapped by aliens while others are not. A marine may move twice or fire twice; the safe marines can blast the aliens, the trapped marines can get their behinds out of danger.

CREDIT
WHERE CREDIT'S DUE

Many thanks to the programmer, Mike Chilton, for his valuable assistance, and a big thanks to Andrew 'Yooz' Davies and Graham 'Spice' Davies for their advice, suggestions and tips.

SOFTWARE CITY

P.O. Box 888, Wolverhampton WV1 ITP Tel: 0902 25304 Fax: 0902 712751

Call us on: 24 Hour Credit Card Hotline 0902 25304

C64 SELLERS

64 FULL PRICE	Cass	Disk
Addams Family	7.99	10.99
Alien Storm	8.99	11.99
Beavers	NEW 7.99	10.99
Bonanza Bros	8.99	11.99
Buddokhan	7.99	10.99
Catalypse	NEW 7.99	10.99
Chuck Rock	NEW 7.99	10.99
Colossus Bridge 4	8.99	10.99
Cool Croc Twins	NEW 7.99	N/A
Creatures 2	8.99	10.99
Dynablasters 2	NEW 8.99	11.99
Elvira Arcade	7.99	10.99
Exile	8.99	10.99
Final Blow	8.99	N/A
Final Fight	8.99	11.99
Fun School 3 (U 5 or 5-7 or 7+)	9.99	12.99
Fun School 4 (U 5 or 5-7 or 7+)	9.99	12.99
G-Loc	8.99	N/A
Gateway Frontier	N/A	17.99
Grand Prix (D & H)	7.99	N/A
Hero Quest + Disk Disk	8.99	N/A
Hudson Hawk	7.99	10.99
Liverpool	NEW 7.99	10.99
Match Of The Day	7.99	N/A
Millenium Warriors	New 7.99	N/A
Nort And South	8.99	N/A
Outrun Europa	8.99	11.99
Paint N' Create	NEW 8.99	N/A
Robin Smiths International Cricket	7.99	N/A
Robocod	8.99	N/A
Rubicon	7.99	10.99
Shoe People	7.99	10.99
Sim City	N/A	13.99
Simpsons	7.99	10.99
Smash TV	7.99	10.99
Space Crusade	7.99	10.99
Space Gun	7.99	10.99
Terminator 2	7.99	10.99
Top Wrestling	NEW 7.99	13.99
Trivial Pursuit	10.99	13.99
Turbo Charge	8.99	11.99
Ugh	NEW 7.99	N/A
Winter Supersports 92	7.99	10.99
World Of Soccer	6.99	N/A
W.W.F. Wrestlemania	8.99	10.99

CBM 64 CARTRIDGE	
Badlands	9.99
Battle Command	14.99
Beast	14.99
Chase H.Q 2	14.99
Cyberball	9.99
Navy Seals	14.99
Robocop 2	14.99
Robocop 3	14.99
Toki	14.99
Vindicators	9.99

BUDGET	
2 Player Soccer Squad	3.99
2 Player Super League Soccer	3.99
3D Pool	3.99
3D Snooker	3.99
3D Stock Cars 2	3.99
3D Tennis	3.99
4 Most Sport (Soccer Boss etc)	2.99
4 Most Warzone (Army Moves 19 etc)	3.99
1943, Streetfighter & B. Commando	4.99
Airborne Ranger	3.99
Altered Beast	3.99
American 3D Pool	3.99
Armalyte	3.99
Arnie	3.99
Badlands	NEW 3.99
Bangers And Mash	NEW 3.99
Barbarian	2.99
Barbarian 2	3.99
Batman The Caped Crusader	3.99
Batman The Movie	3.99
Battlechess (Disk)	7.99
Beachhead 1 & 2 & Raid Moscow	4.99
Bignose American Adventure	3.99
Blue Baron	NEW 3.99
Boxing Manager	3.99
Bubble Bobble	3.99
Bubble Dizzy	3.99
C.J. In The U.S.A	3.99
Cabal	3.99
California Games	3.99
Cavemania	NEW 3.99

Championship Golf	3.99
Championship Wrestling	3.99
Chase HQ	3.99
Chuckie Egg 1 or 2	3.99
Chess 4	3.99
Colossus Chess 4 (Disk)	4.99
Commando	2.99
Continental Circus	3.99
County Cricket	3.99
Crackdown	3.99
Cricket Captain	3.99
Cup Football	3.99
Daily Double Horse Racing	3.99
Daley Thompson's Decathlon	3.99
Daley Thompson's Olympic Chall	3.99
Delta	3.99
Devastating Blow Boxing	3.99
Dizzy Down The Rapids	3.99
Dizzy Prince Of The Yolk Folk	NEW 3.99
DJ Puffs Volcanic Capers	3.99
Double Dragon 1 or 2	3.99
Dragon Ninja	3.99
Dragons Of Flame	3.99
Edd The Duck	3.99
Elymn Hughes International Football	3.99
Empire Strikes Back	3.99
Escape Planet Robot Monsters	3.99
F.1. Tornado	3.99
F.16 Combat Pilot	3.99
F.16 Combat Pilot (Disk)	7.99
Fantasy World Dizzy	3.99
Ferrari Formula One	3.99
Fireman Sam	3.99
First Past The Post	3.99
Football Director	3.99
Footballer Of The Year 2	3.99
Frankenstein	NEW 3.99
Fruit Machine Sim 2	3.99
Fun School 2 (U 6 or 6-8 or 8+)	3.99
Galdragon's Domain	2.99
Gary Linekers Hotshots	3.99
Gauntlet 1 & 2 + Deeper Dungeons	4.99
Ghostbusters 2	3.99
Ghouls And Ghosts	3.99
Golden Axe	3.99
Graeme Souness Soccer Manager	3.99
Graham Gooch Cricket	2.99
Grid Iron 2	2.99
Gunship	3.99
Hard Drivin	3.99
Hawkeye	3.99
Heroes Of The Lance	3.99
Hostages	3.99
Hunt For Red October	3.99
Hunt For Red October (Disk)	3.99
Ice Hockey	2.99
Indiana Jones Last Crusade	3.99
International Ice Hockey	3.99
International Karate +	3.99
International Ninja Rabbits	3.99
International Soccer	3.99
Italia 1990	3.99
Jack Nicklaus Golf	NEW 3.99
Jockey Wilsons Compendium Darts	3.99
Kenny Dalglish Soccer Manager	2.99
Kick Boxing	2.99
Last Ninja 2	3.99
League Football	3.99
Lotus Esprit	3.99
Man. Unt.	3.99
Man. Unt. (Disk)	5.99
The Match	3.99
Matchday 2	3.99
Microprose Soccer	3.99
Midnight Resistance	3.99
Mini Office	2.99
Monty On The Run, Auf Wiedersehen Monty & Jack The Nipper 2 (MMS)	4.99
Monty Python	3.99
Moonwalker	3.99
Motorcycle 500	3.99
Multi Player Soccer Manager	3.99
Murray Mouse Super Cop	3.99
Myth	3.99
Narco Police	3.99
The National	3.99
Navy Moves	3.99
New Zealand Story	3.99
Ninja Warrior	3.99
On The Bench	3.99
Operation Thunderbolt	3.99

Operation Wolf	3.99
Outrun	3.99
Paperboy	2.99
Pegasus Bridge (War Game)	3.99
Pitstop 2	2.99
Popeye 2	2.99
Postman Pat 1 or 2	2.99
Powerdrift	3.99
Pro Tennis Tour	3.99
Professional Footballer	3.99
Pub Games	2.99
Puffy's Saga	3.99
Puzznik	3.99
Q-10 Tank Buster	3.99
Quattro Adventure (Dizzy etc)	3.99
Quattro Cartoon (Little Puff etc.)	3.99
Quattro Coin Ops (Fast Food etc.)	3.99
R-Type	3.99
Rainbow Islands	3.99
Rick Dangerous	3.99
Roadblasters	2.99
Road Runner Wile Coyote	3.99
Robocop	3.99
Rugby Coach (D & H)	3.99
Running Man	3.99
Sam Fox	2.99
Shadow Warriors	3.99
Shinobi	3.99
Shoot 'em Up Construction Kit	4.99
Silent Service	3.99
Snooker Management	3.99
Soccer Rivals	3.99
Spike in Transylvania	3.99
ST. Dragon	3.99
Steg	3.99
Steve Davis Snooker	2.99
Strider	3.99
Striker	3.99
Striker Manager	3.99
Strip Poker 1 or 2	2.99
Striker In The Crypt of Trogan	3.99
Stunt Car Racer	3.99
Summer Camp	3.99
Summer Games	2.99
Super Cars	3.99
Super Off Road Racer	3.99
Super Seymour	3.99
Switchblade	3.99
Target Renegade	3.99
Testmaster Cricket	3.99
Thomas The Tank Engine	2.99
Trapdoor 1 & 2	2.99
Treasure Island Dizzy	3.99
Treble Champions	3.99
Turbo Outrun	3.99
Turbo Tortoise	NEW 3.99
Turrican 1 or 2	3.99
Ultimate Golf	4.99
Vendetta	3.99
Viz	4.99
Wembley Greyhounds	3.99
Winter Games	2.99
Wonderboy	3.99
World Champ Boxing Manager	3.99
World Class Leaderboard, Leaderboard and Tournament	4.99
World Cricket	3.99
World Cup	3.99
X-Out	3.99
Yes Prime Minister	2.99
Yogi And The Greed Monster	2.99
Yogi Bears Great Escape	2.99

BACK CATALOGUE	
3-D Construction Kit	NEW 4.99
Chase H.Q. (Disk)	3.99
Cyberworld	NEW 2.99
Darkman	3.99
Die Hard 2	NEW 4.99
England Championship Special	3.99
Flintstones	NEW 3.99
Hero Quest	3.99
Kentucky Racing	2.99
Man Unt Europe/ J Khan Squash	3.99
Midnight Resistance/Nightbreed	3.99
Neighbours	NEW 3.99
Pacland	NEW 3.99
Pacmania	NEW 3.99
Pipemania	2.99
Quaterback (John Elway's)	2.99
Rodlands/Double Dragon 3	NEW 4.99
Skooldaze	NEW 2.99
Supremacy	4.99
Winter Camp	NEW 4.99
YES P. M.	NEW 2.99

COMPILATIONS

MEGA SPORTS
Summer Games 1 & 2, Winter Games, Games Summer & Winter Edition
Cass 10.99

QUATTRO MEGASTARS
C. J's Elephant Antics, Bigfoot, Sky High Stuntman & Little Puff
Cass 3.99

DIZZY'S EXCELLENT ADVENTURES
Dizzy Down The Rapids, Kwik Snax, Panic Dizzy, Spellbound& Dizzy Prince Of The Yolk Folk
Cass 7.99

LINEKER COLLECTION
G.L Superskills, G.L. Hotshots G.L. Superstar Soccer & Italia 1990
Cass 7.99 Disk 10.99

SOCCER 6
Treble Champions, European Champions, World Soccer League, Euro Boss, world Champions & Trevor Brooking
Cass 7.99

4 MOST WORLD SPORTS
Grid Iron 2, Baseball, Uchi Mata Judo & Basketball
Cass 3.99

4 MOST BALLS, BOOTS AND BRAINS
Soccer Challenge, The Double, Rugby Boss, & Australian Rules Football
Cass only 3.99

NINJA COLLECTION
Shadow Warrior, Doube Dragon, & Dragon Ninja
Cass 7.99

MAX PACK COMPILATION
Turrican 2, ST Dragon, Swiv & Nightshift
Cass 11.99 Disk 13.99

THE HITS 2
Creatures, Summer Camp, Snare, Heatseeker & Retrogade
Cass 11.99 Disk 13.99

CARTOON COLLECTION
Dizzy, Slightly Magic, Little Puff, Seymour Goes to Hollywood, Spike In Transylvania & C.J.'s Elephant
Cass 7.99

AIR/SEA SUPREMACY
Silent Service, Carrier Command, Gunship, P47 Thunderbolt & F15 Strike Eagle.
Cass 11.99 Disk 13.99

BOARD GENIUS
Scrabble Deluxe, Deluxe Monopoly, Risk & Cluedo Master Detective. **Cass 11.99**

MOVIE PREMIER
Teenage Mutant Hero Turtles, Gremlins 2, Back To The Future 2 & Days of Thunder
Cass 10.99 Disk 13.99

ADDICTED TO FUN
Bubble Bobble, Rainbow Island & New Zealand Story
Cass 7.99 Disk 10.99

MAGNIFICENT SEVEN
Wizzball, Short Circuit, Arkanoid, Head Over Heels, Great Escape, Cobra, Frankie Goes To Hollywood & Yie Ar Kung Fu
Cass 5.50

SUPREME CHALLENGE
Elite, Tetris, Starglider, Sentinel & Ace 2
Cass or Disk 5.50

VIRTUAL WORLDS
Driller, Total Eclipse, The Crypt & Castle Master
Cass 5.50

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy
Cass 7.99

MEGA MIX
Operation Wolf, Barbarian 2, Dragon Ninja & The Real Ghostbusters
Disk only 5.50

SPECIAL ACTION
Driller, Captain Blood, The Vindictor, S.D.I. & Daley Thompson's Olympics **Cass 5.50**

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:- **Software City P.0 Box 888, Wolverhampton WV1 1TP.**

ORDER FORM (Block Capitals)

Name..

Address..

....

Postcode.............................. **Tel No**

Previous customer Y/N.............. Reference No..............................

Name of game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES - Please add 50p for post and packaging on all orders under £5.
EEC countries add £1 per item. Non EEC Countries add £2.50 per item
Paying By Cheque - Cheques payable to **Software City**

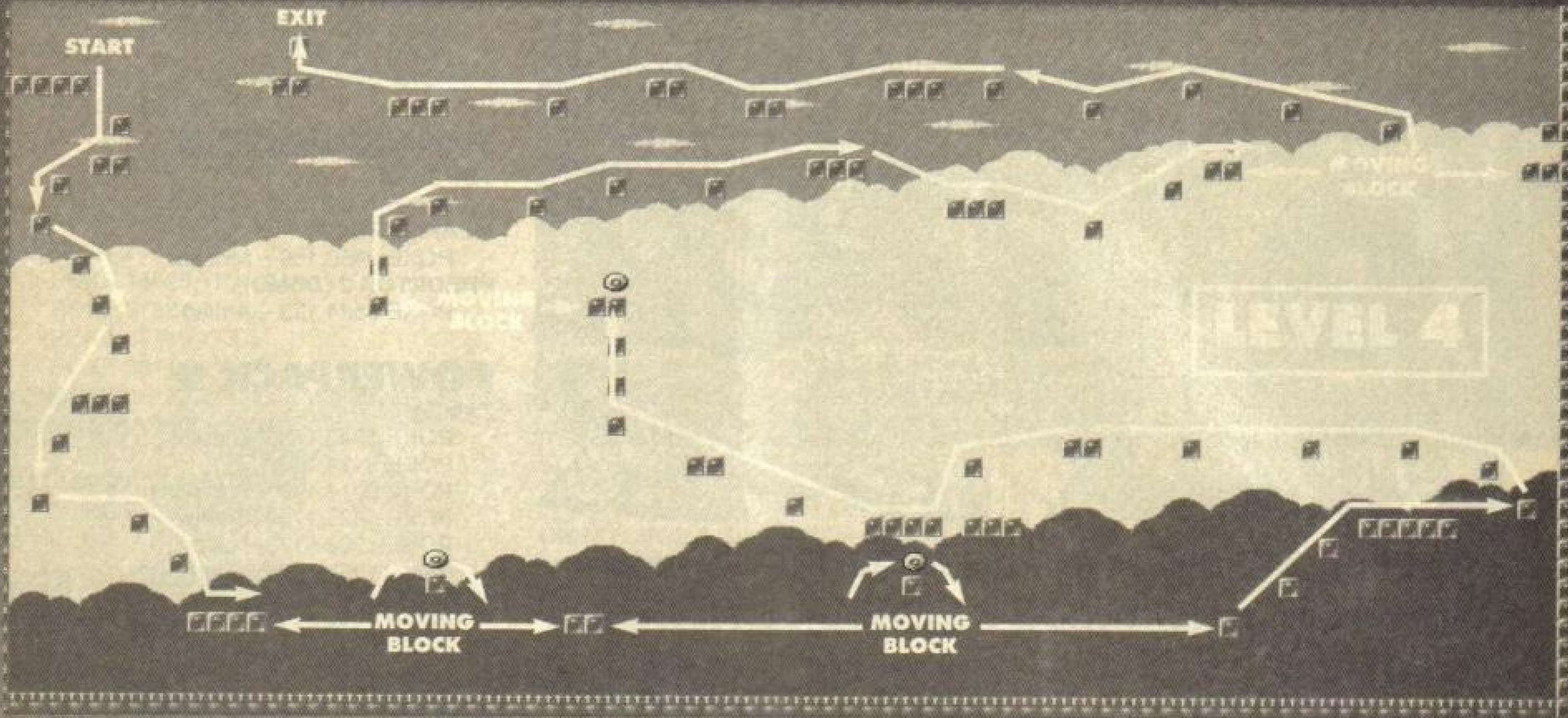
CF26

CREDIT CARD NO. **EXPIRY DATE**

SIGNATURE **DATE**

EUROPEAN ORDERS ACCEPTED

Reg. Office: I.J.A Software Ltd, 2nd Floor Offices, Hampton Walk, Queen Square, Wolverhampton WV1 ITQ


START
EXIT
MOVING BLOCK
MOVING BLOCK
LEVEL 4
MOVING BLOCK
MOVING BLOCK

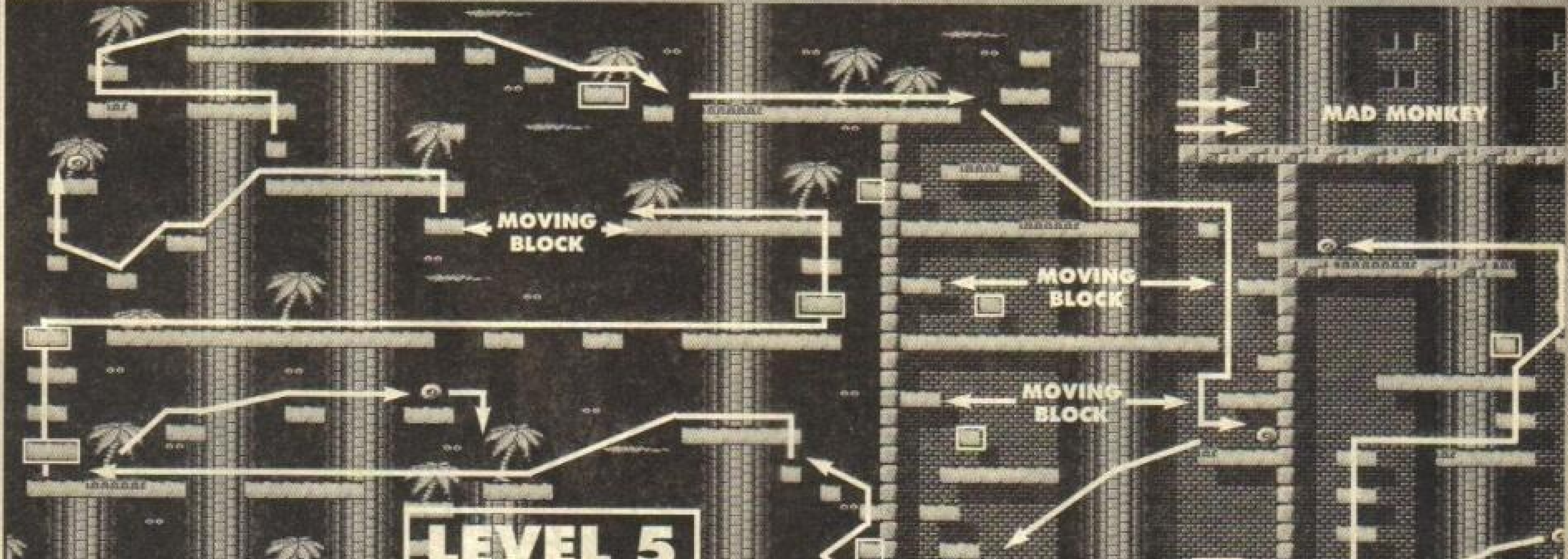
DJ PUFF

KEY

THE ROUTE →

BONUS BLOCKS ☐

Back on Volcanic Island DJ Puff is still searching for his lost CD collection. Last month we helped you help him get as far as level three, but he's still missing his treasured Nolans discs (among others). But never fear, Roberts is here – the Commodore Cartographer strikes again and the routes for are revealed for the last two levels.


MAD MONKEY
MOVING BLOCK
MOVING BLOCK
MOVING BLOCK
LEVEL 5
START
MOVING BLOCK
MOVING BLOCK
MOVING BLOCK

The route to success – COMMODORE FORMAT November 1992

THE POWER TO CRACK YOUR 'PACK

Infinite lives! Infinite power! Infinite weapons! You have them all! Armed with an Action Replay Cartridge and these pulse-pounding POKEs you'll be able to take over the world (or at least have complete mastership over the first two years' worth of CF Powerpacks).

POWERPACK 1

TAU CETI
18590,173 – Missiles
POKE 15335,173 – Ammo
POKE 15173,173 – Flares
REVOLUTION
POKE 41987,173 – Energy
REBEL
POKE 40379,165 – Lives
POKE 44467,165
POKE 44604,169
POKE 44605,0 – Reflectors
ST DRAGON (DEMO)
POKE 10469,173 – Lives

POWERPACK 2

EMPIRE
POKE 15446,96 – Shields
THE BLOB
POKE 11653,173 – Lives
POKE 13035,146 – Edible ghosts

POWERPACK 3

SPLIT PERSONALITIES
POKE 7031,173 – Lives
GUTZ
POKE 48372,165 – Lives
POKE 65436,0 – Map Time
MIDNIGHT RESISTANCE (DEMO)
POKE 10141,173 – Lives
SPIDERMAN (DEMO)
POKE 27099,173 – Harmless fire

POWERPACK 4

BOUNDER
POKE 2099,173 – Lives
POKE 7543,173 – Jumps

POWERPACK 5

SHOCKWAY RIDER
POKE 6816,173 – Lives
VIZ (DEMO)
POKE 5636,173
POKE 5795,173 – Lives

POWERPACK 6

CHAMELEON
POKE 3184,173 – Lives
SHADOW DANCER (DEMO)
POKE 17063,173 – Lives
POKE 7367,173 – Magic

POWERPACK 7

5TH GEAR
POKE 42769,173 – Time
POKE 15171,173 – Lives
POKE 7134,173 – Missiles
BLUE MAX
POKE 17925,173 – Fuel
POKE 25584,173 – Bombs
CRYSTAL CASTLES
POKE 41624,165 – Lives
URIDIUM
POKE 3394,255 – Invincibility
POKE 3400,255
POKE 3406,255 – Lives

POWERPACK 8

TOP DUCK
POKE 18845,173 – Lives
MEAN STREAK
POKE 9450,189 – Missiles
PREDATOR 2 (DEMO)
POKE 9524,173 – Ammo

POWERPACK 9

ZAMZARA
POKE 5847,173 – Missiles
POKE 6424,189
POKE 5014,173 – Weapons
POKE 9825,173 – Energy
POKE 12303,173 – Lives
POKE 10641,173 – Time
BULLDOG
POKE 11387,173 – Lives
POKE 5346,173 – Invincibility

POWERPACK 10

ANARCHY
POKE 6964,173 – Lives
POKE 6492,173 – Time
PARK PATROL
POKE 58474,173 – Lives
EXILE (DEMO)
POKE 41911,255 – Jet-Pack energy
POKE 41880,255
POKE 41912,255 – Gun & bullets
POKE 41881,255
POKE 41913,255 – Icer & bullets
POKE 41882,255
POKE 41914,255 – Blaster & energy
POKE 41884,255
POKE 41916,255 – Shield & energy
POKE 41879,255 – Booster
POKE 46803,173
POKE 41898,15 – Plasma balls

POWERPACK 11

LIGHTFORCE
POKE 14235,173 – Lives
POKE 14189,169
POKE 14190,0 – Invincibility
POKE 14181,0 – Smart Bomb
PITFALL 2
POKE 39495,0 – Energy
OVER THE NET (DEMO)
POKE 37498,200
POKE 37520,200 – Longer sets

POWERPACK 12

SPINDIZZY
POKE 38195,96 – Time
PP HAMMER (DEMO)
POKE 8818,173 – Lives
SPEEDBALL 2 (DEMO)
POKE 8994,165 – Time

Commodore
POWER PACK
PLUS 2

Commodore
POWER PACK
STAR CONTROL

Commodore
MEAN STREAK
TOP DUCK
POWER PACK
ELVIRA

Commodore
BULLDOG
ZAMZARA
POWER PACK
HEROQUEST
FIREPOWER

Commodore
POWER PACK

Commodore
POWER PAC
BUG BOMBER

HOW TO GIVE YOUR 64 A REALLY GOOD, ACTION-PACKED POKE

If you've never encountered Action Replay POKEs before, here's how to use them:

First buy your Action Replay Cartridge. It helps matters immensely if you actually own one. Insert the cartridge into the expansion port of your 64 (with the power switched OFF) and load the game of your choice. When it has loaded, press the FREEZE (left) button on the cartridge to bring up the freeze menu. From here, press 'E' to enter the POKEs option, then simply type in the required POKE(s). Some games require more than one POKE; *Defenders of the Earth*, for example, has two POKEs for infinite lives - you need to enter them both to get the desired effect.

When you've finished, press RETURN to exit the POKEs mode and press 'F3' to restart the game. It's so easy, even James can do it... erm... almost.

POWERPACK 13

SUNBURST
POKE 38419,173 – Lives
POKE 44245,173
POKE 44286,173
POKE 44293,173
POKE 44544,180
POKE 44545,37 – Energy

HACKER 2
POKE 14626,173 – Lives
POKE 37524,0
POKE 37516,173
POKE 38114,21
POKE 38119,21 – Lock monitors

TURBOCHARGE (DEMO)
POKE 3783,173 – Missiles

ROLLING RONNY (DEMO)
POKE 6798,0 – Time

POWERPACK 14

ALIENS
POKE 42043,189 – Ammo
POKE 42386,189 – Stamina
POKE 35709,189 – Easier game

TERROR OF THE DEEP
POKE 5470,173 – Oxygen
POKE 6590,173 – Bombs
POKE 5725,173
POKE 6003,173
POKE 6031,173
POKE 6454,173
POKE 6567,173 – Electricity

TILT (DEMO)
POKE 39938,173 – Lives

TURTLES (DEMO)
POKE 15588,0 – Lives

POWERPACK 15

EQUINOX
POKE 13563,165 – Lives
POKE 16497,96 – No nasties

DANDY
POKE 5697,173
POKE 5718,173
POKE 8764,173
POKE 9801,173
POKE 11911,173 – Energy

WORLD CLASS RUGBY (DEMO)
POKE 26609,173 – Time

POWERPACK 16

MISSION IMPOSSABUBBLE
POKE 40521,173 – Lives

HEAD THE BALL
POKE 40270,0 – Lives
POKE 39044,165 – Time
POKE 37872,0 – Weapons

Commodore!
2
COMPLETE GAMES
POWER PACK
3 DEMOS!

Commodore!
SPINDIZZY
EXTRA
POWER PACK

CHEERS!

Many thanks to Martin Pugh, Christopher Wilkinson, M Billson, Elvedin Corhodzic, Brian Duggan, Mike Chamberlain, Mark Butler, Andrew Bozhko, Mark Smith, Alun Bayford and Warren Pilkington for their contributions.

1ST SAMURAI (DEMO)
POKE 12199,255 – Lives

CREATURES 2 (DEMO)
POKE 11005,234
POKE 11006,234
POKE 11007,234 – Lives

POWERPACK 17

BATTLE VALLEY
POKE 14817,165
POKE 17654,165 – Ammo
POKE 17838,165
POKE 17848,165 – Energy
POKE 24621,173
POKE 24627,173 – Time

CYBERDYNE WARRIOR
POKE 61895,173 – Energy
POKE 62052,173
POKE 62055,173 – Time
POKE 61754,173 – Ammo

SENSITIVE
POKE 7997,173 – Lives
POKE 7467,173 – Easy game

POWERPACK 18

FIRELORD
POKE 5721,173
POKE 62302,173 – Lives

SPHINX JINX
POKE 28154,173
POKE 28241,173 – Time
POKE 28200,173 – Water
POKE 28182,173
POKE 28637,173
POKE 25891,173
POKE 31417,173 – Health

DEMON BLUE (DEMO)
POKE 5450,173 – Energy
POKE 3737,96 – Invincibility
POKE 4174,96 – Walk through walls

POWERPACK 19

ATTACK OF THE MUTANT CAMELS
POKE 11018,165
POKE 10257,165
POKE 10266,165 – Lives
POKE 7562,173 – Hits

SHEEP IN SPACE
POKE 34960,165 – Stomach
POKE 40361,173 – Lives
POKE 39954,173
POKE 40051,173 – Shields

AQUABLASTA
POKE 16596,0 – Lives

POWERPACK 20

ANT ATTACK
POKE 1543,0 – Everything

MAZEMANIA
POKE 13249,173 – Lives

BOD SQUAD (DEMO)
POKE 28446,173 – Time
POKE 19669,173 – Lives

CATALYPSE (DEMO)
POKE 22292,96 – Lives
POKE 22238,96 – Invincibility

POWERPACK 21

ANCIPITAL
POKE 18679,173 – Lives

ARNIE (DEMO)
POKE 13270,173 – Lives

ADDAMS FAMILY (DEMO)
POKE 7265,173 – Lives

POWERPACK 22

AGENT ORANGE
POKE 33216,165 – Lives
POKE 33570,165 – Seeds

HOVER BOVVER
POKE 32133,165 – Lives
POKE 38680,96 – Invincibility
POKE 36994,173 – Turbo Mode

DJ PUFF (DEMO)
POKE 43152,0 – Lives
POKE 49618,0 – Weapons

POWERPACK 23

DEFENDERS OF THE EARTH
POKE 7280,173
POKE 15972,173 – Lives
POKE 15943,173 – Energy

NOBBY (DEMO)
POKE 13667,173 – Lives
POKE 17035,173 – Missiles

BIFF (DEMO)
POKE 46896,173 – Energy

BUG BOMBER (DEMO)
POKE 40214,181
POKE 40220,181 – Energy

POWERPACK 24

FUZZBALL (DEMO)
POKE 14037,165 – Lives
POKE 13415,8 – Hardball

COOL CROC TWINS (DEMO)
POKE 6685,165 – Lives

UGH! (DEMO)
POKE 9709,173 – Lives

We've just been so nice to you. How can you tell? Well, just look at these two pages, packed to bulging like a fish-factory full of penguins, with a list of tips, cheats, maps, POKES and other frighteningly useful things we've told you about in issues 13 to 24. We're blushing at our own generosity.

THE COMPLETE Gamebusters GUIDE PART 2

COMPLETE SOLUTIONS

3D Construction Kit (Demo)	20	p.19
CJ in the USA (Part 1)	22	p.19
CJ in the USA (Part 2)	23	p.19
CJ in the USA (Part 3)	24	p.19
Dizzy Prince of the Yolkfolk	20	p.20
Equinox	18	p.19
Equinox (Part 2)	19	p.19
Exile (Demo)	14	p.20
Frost Byte	13	p.26
Hudson Hawk (Part 1)	18	p.24
Hudson Hawk (Part 2)	19	p.24
Hudson Hawk (Part 3)	20	p.24
Knightmare	17	p.25
Last Ninja 3 (Part 1)	15	p.20
Last Ninja 3 (Part 2)	16	p.20
Little Puff	17	p.19
Murray Mouse	22	p.20
Prince Clumsy	21	p.22
Ransom	21	p.22
RoboCop 2 (Part 1)	13	p.20
RoboCop 2 (Part 2)	14	p.22
Spellbound Dizzy	20	p.26
Sphinx Jinx	21	p.32
Spike in Transylvania (Part 1)	15	p.19
Spike in Transylvania (Part 2)	16	p.19
Vendetta (Part 1)	24	p.23

MAPS

Aliens	15	p.26
Anarchy	14	p.28
Batman the Movie	16	p.24
Cyberdyne Warrior	19	p.20
Dizzy Prince of the Yolkfolk	20	p.20
Exile (Demo)	14	p.20
First Samurai (Demo)	18	p.20
Frost Byte	13	p.26
Hudson Hawk (Part 1)	18	p.24
Hudson Hawk (Part 2)	19	p.24
Hudson Hawk (Part 3)	20	p.24
Knightmare	17	p.25
Last Ninja 3 (Part 1)	15	p.20
Last Ninja 3 (Part 2)	16	p.20
Maze Mania	23	p.20
Murray Mouse	22	p.20
New Zealand Story (Part 1)	14	p.26
New Zealand Story (Part 2)	15	p.22
Rainbow Islands (Part 1)	21	p.25
Rainbow Islands (Part 2)	22	p.24
RoboCop 2 (Part 1)	13	p.20
RoboCop 2 (Part 2)	14	p.22
Rodland (Part 1)	16	p.29
Rodland (Part 2)	17	p.23
Smash TV	17	p.20
Spellbound Dizzy	20	p.26
Sphinx Jinx	21	p.33
Spike in Transylvania	13	p.28
Supercars	13	p.24
Super Seymour Saves the Planet	23	p.26
Super Space Invaders	18	p.26
Terminator 2	15	p.27
Vendetta (Part 1)	24	p.24

With the brilliant full colour maps we gave you in issue 23 you need never get caught in the middle of *Maze Mania* again.

TIPS

Aliens	15	p.26
Aliens	17	p.19
Batman the Movie	16	p.24
Battle Valley	19	p.19
Creatures	13	p.30
Dizzy Prince of the Yolkfolk	20	p.21
Fantasy World Dizzy	17	p.26
First Samurai (Demo)	18	p.20
Knightmare	17	p.25
Last Ninja	21	p.28
Last Ninja 3	16	p.22
Maze Mania	23	p.20
Monty on the Run	15	p.30
Murray Mouse	22	p.21
New Zealand Story (Part 1)	14	p.26
New Zealand Story (Part 2)	15	p.22
Rainbow Islands (Part 1)	21	p.24
Rainbow Islands (Part 2)	22	p.24
Rainbow Islands (Part 3)	23	p.24
RoboCop 2	13	p.23
RoboCop 2	14	p.24
Rodland (Part 1)	16	p.29
Rodland (Part 2)	17	p.23
Rodland	18	p.19
Smash TV	17	p.20
Space Crusade (Part 1)	24	p.20
Spellbound Dizzy	20	p.26
Sphinx Jinx	21	p.32
Spike in Transylvania	13	p.29
Supercars	13	p.24
Super League	20	p.19
Super Seymour Saves the Planet	23	p.26
Super Space Invaders	18	p.26
Terminator 2	15	p.27
Thunderbirds	14	p.21
Vendetta	24	p.23
WWF Wrestlemania	20	p.19

CHEATS

Arkanoid	21	p.28
Arkanoid 2	13	p.30
Arkanoid 2	21	p.28
Auf Wiedersehen Monty	16	p.28
Bounder	22	p.28
Bounty Bob Strikes Back	23	p.28
Butcher Hill	18	p.29
CJ in the USA	18	p.29
Crazy Cars	13	p.19
Creatures	18	p.19
Cyberdyne Warrior	21	p.28
Cybernoid	23	p.28
Cybernoid 2	23	p.28
Dizzy Down the Rapids	19	p.19
Loads of Ocean Games	15	p.30
Ghostbusters	18	p.29
Ghouls 'n' Ghosts	23	p.28
Golden Axe	13	p.30
Golden Axe	22	p.28
Hawkeye	17	p.26
Hudson Hawk	20	p.19
Impossamole	14	p.21
Indiana Jones and the Last Crusade	17	p.26
Jack the Nipper	14	p.21
Midnight Resistance	13	p.19
Mig 29	16	p.28
Monty on the Run	15	p.30
Monty Python	22	p.28
Myth	13	p.19
Myth	16	p.28
Navy Seals	13	p.19
Navy Seals	18	p.19
Nemesis	17	p.26
New Zealand Story	18	p.19
Operation Thunderbolt	13	p.30
Retrograde	18	p.19
Rick Dangerous	18	p.29
Rick Dangerous 2	18	p.29
Rodland	15	p.30
Rodland	17	p.23
Shadow of the Beast	13	p.19
Shadow of the Beast	23	p.28
Snare	17	p.26
Speedball 2	19	p.19
Speedball 2	23	p.19
Spike in Transylvania	13	p.30
Spike in Transylvania	16	p.19
Summer Camp	18	p.19
Supercars	13	p.25
Super Space Invaders	18	p.27
Tarzan goes Ape	19	p.27
Teenage Mutant Ninja Turtles	14	p.21
Time Machine	13	p.19
Total Recall	16	p.28
Turbo Out Run	13	p.30
Untouchables	14	p.21

CODES & PASSWORDS

Atomino	15	p.30
Hacker 2	14	p.21
Inspector Hecti	19	p.27
Ninja Massacre	14	p.21
Repton 3	21	p.28
The Power	F16	p.19
Vindicator	23	p.28
Wizard`s Lair	19	p.27

LISTING POKES

Advanced Pinball Simulator	23	p.30
Afterburner	21	p.28
Agent Orange	24	p.30
Aliens	16	p.30
Altered Beast	20	p.29
Altered Beast (Disk)	18	p.28
Ancipital	23	p.30
Ant Attack	22	p.30
Aquablasta	23	p.30
Arcade Flight Simulator	23	p.30
Armalyte	13	p.30
Armalyte	24	p.27
Armourdillo	23	p.30
Attack of the Mutant Camels	21	p.30
ATV Simulator	23	p.30
Auf Wiedersehen Monty	16	p.28
Batman the Caped Crusader	20	p.29
Batman the Caped Crusader	24	p.27
Batman the Movie	24	p.27
Battle Valley	20	p.30

Bigfoot	23	p.30
Big Nose's American Adventure	23	p.30
Black Tiger	17	p.24
BMX Simulator	23	p.30
BMX Simulator 2	23	p.30
Bubble Bobble	15	p.29
Bubble Bobble	20	p.28
Bubble Dizzy	23	p.30
Buggy Boy	18	p.29
Cabal	19	p.27
Castle Master	19	p.28
Catalypse	23	p.30
Championship Jetski	23	p.30
Chip's Challenge	15	p.29
CJ's Elephant Antics	23	p.30
CJ in the USA	23	p.30
Creatures	15	p.30
Creatures	20	p.28
Cyberdyne Warrior	20	p.30
Daley Thompson's Supertest	17	p.24
Dandy	17	p.24
Dark Side	19	p.28
Delta	21	p.30
Dizzy	14	p.30
Dizzy	23	p.30
Dizzy down the Rapids	23	p.30
Dizzy Panic	23	p.30
Dizzy Prince of the Yolkfolk	23	p.30
Double Dragon	16	p.28
Double Dragon 2	16	p.28
Dragon Ninja	17	p.26
Driller	19	p.28
Equinox	17	p.24
Equinox	18	p.28
Fantasy World Dizzy	14	p.30
Fantasy World Dizzy	23	p.30
Fast Food Dizzy	14	p.30
Fast Food Dizzy	23	p.30
Final Fight	24	p.27
Firelord	21	p.30
Flimbo's Quest	22	p.28
Frankenstein Jnr	22	p.28
Fruit Machine Simulator	23	p.30
Gauntlet 3 (Disk)	24	p.30
Gemini Wing	19	p.27
Ghostbusters 2	19	p.27
Ghouls 'n' Ghosts	23	p.28
Ghouls 'n' Ghosts (Disk)	18	p.28
Grand Prix Simulator	24	p.30
Grand Prix Simulator 2	24	p.30
Green Beret	20	p.29
Guardian Angel	24	p.30
Hacker 2	16	p.30
Hawkeye	21	p.30
Head the Ball	19	p.28
Heatseeker	22	p.30
Heatseeker (Disk)	22	p.30
Heroes of the Lance	23	p.28
Hover Bovver	24	p.30
IO	23	p.28
Jack the Nipper 2	14	p.21
Jack the Nipper 2	23	p.28
Kamikaze	24	p.30
KGB Superspy	24	p.30
Knightmare	17	p.25
Kwik Snax	24	p.30
Last Ninja	20	p.29
Last Ninja 2	20	p.29
Lazer Force	24	p.30
League Challenge	15	p.29
Little Puff	24	p.30
Magicland Dizzy	14	p.30
Magicland Dizzy	24	p.30
Maze Mania	22	p.30
Miami Chase	24	p.30
Midnight Resistance	15	p.30
Mission Impossabubble	19	p.28
Moonshadow (Disk)	18	p.28
Narc	24	p.27
Narc (Disk)	15	p.29
New Zealand Story	21	p.28
New Zealand Story (Disk)	18	p.28
Operation Thunderbolt	19	p.27
Operation Wolf	18	p.29
Paperboy	16	p.28
Platoon	16	p.30
Popeye 2	16	p.30
Poseidon Planet 11	16	p.30
Predator	16	p.28
Quedex	21	p.30
Rampage	21	p.28
Renegade	21	p.28
Renegade	22	p.28
Retrograde	22	p.30
Retrograde (Disk)	22	p.30
Rick Dangerous	22	p.28
Roadrunner & Wile E. Coyote	20	p.30
RoboCop	13	p.30
RoboCop	20	p.28
R-Type	14	p.21
Sanxion	21	p.30
Scooby & Scrappy Doo	17	p.26
Sensitive	20	p.30
Shadow Dancer	24	p.26
Shadow Warriors	17	p.24
Sheep in Space	21	p.30
Shinobi	15	p.29
Sly Spy	17	p.26
Smash TV	24	p.26
Snare	22	p.30
Sphinx Jinx	20	p.30
Spindizzy	14	p.30
Starlifter	17	p.24
Summer Camp (Disk)	16	p.30
Sunburst	15	p.29
Switchblade	15	p.29
Target Renegade	17	p.26
Terminator 2	24	p.26
Terror of the Deep	18	p.28
The Crypt	19	p.28
The Power	15	p.29
The Simpsons	20	p.28
Tomcat	17	p.24
Total Eclipse	19	p.28
Total Eclipse 2	19	p.28
Total Recall	24	p.26
Treasure Island Dizzy	14	p.30
Turbocharge	20	p.30
Turbocharge (Disk)	24	p.30
Turrican	15	p.30
Turrican 2	15	p.30
UN Squadron (Disk)	18	p.28
WWF Wrestlemania	20	p.29
Xenon	17	p.24
X-Out	16	p.30
Yogi's Great Escape	18	p.29

RESET POKES

Extreme	13	p.19
Ikari Warriors	18	p.29
Muncher	13	p.30
Plague	13	p.30
Smash TV	18	p.19

ACTION REPLAY POKES

1943	16	p.27
Airwolf 2	16	p.27
Anarchy	16	p.27
Ancipital	16	p.27
Augie Doggie & Doggie Daddy	24	p.19
Bigfoot	16	p.27
Bionic Ninja	16	p.27
Black Tiger	13	p.30
Blasteroids	16	p.27
Blazing Thunder	16	p.27
Bombuzal	16	p.27
Bravestarr	16	p.27
Cabal	16	p.27
Cat-A-Ball	16	p.27
Crazy Cars	16	p.27
Crazy Kong	16	p.27
Cybernoid	16	p.27
Dan Dare 3	16	p.27
Dark Castle	16	p.27
Deliverance	16	p.27
Dizzy	14	p.21
Dizzy down the Rapids	20	p.19
Dizzy Prince of the Yolkfolk	20	p.19
Double Dragon	16	p.27
Dragon Breed	16	p.27
Dragon Ninja	16	p.27
Enduro Racer	16	p.27
ESWAT	16	p.27
Everyone's a Wally	16	p.27
Exile (Demo)	15	p.19
Exterminator	16	p.27
Fantasy World Dizzy	14	p.21
Fast Food Dizzy	14	p.21
Flimbo's Quest	16	p.27
Flimbo's Quest	16	p.28
Futurebike Simulator	16	p.27
Ghostbusters 2	16	p.27
Gilligan's Gold	16	p.27
Gremlins 2	16	p.27
Guardian Angel	16	p.27
Hacker 2	16	p.27
Herobotix	16	p.27
Hong Kong Phooey	13	p.30
Hopping Mad	16	p.27
Hunchback	16	p.27
Indy Heat	24	p.19
Jungle Hunt	16	p.27
Klax	13	p.30
Kwik Snax	14	p.21
Kwik Snax	20	p.19
LAPD	16	p.27
Last Ninja 3	16	p.22
Magicland Dizzy	14	p.21
Manic Miner	16	p.27
Murray Mouse	22	p.20
Narc	16	p.27
Ninja Commando	16	p.27
Ninja Rabbits	16	p.27
Ninja Warriors	16	p.27
Orion	16	p.27
Phileas Fogg's Balloon Battles	23	p.19
Pinball Simulator	16	p.27
Potsworth & Co	23	p.19
Predator 2	16	p.27
Prince Clumsy	16	p.27
Psycho Pigs UXB	16	p.27
Quedex	16	p.27
Rainbow Chaser	16	p.27
Renegade	16	p.27
Rick Dangerous	13	p.30
Rodland	17	p.23
Rollaround	16	p.27
Rolling Thunder	16	p.27
R-Type	16	p.27
Ruff 'n' Reddy	13	p.30
Samurai Trilogy	16	p.27
SAS Combat Simulator	14	p.21
Shadow Dancer	16	p.27
Shadow Warriors	13	p.19
Shadow Warriors	14	p.21
Skull & Crossbones	16	p.27
Smash TV	18	p.19
Sonic Boom	16	p.27
Space Gun	24	p.19
Spellbound Dizzy	20	p.19
Spike in Transylvania	16	p.27
Star Raiders	16	p.27
St Dragon	16	p.27
Sunburst	16	p.27
Supercars	13	p.25
Super Hang-On	16	p.27
Superkid	16	p.27
Super Space Invaders	18	p.27
Supertank	16	p.27
Supremacy	13	p.19
Tau Ceti	16	p.27
Temple of Doom	16	p.27
The Jetsons	23	p.19
Tomcat	16	p.27
Top Duck	16	p.27
TRAZ	16	p.27
Turrican	16	p.27
Turtles	16	p.27
Viz	13	p.19
Wacky Races	24	p.19
Wizard's Lair	19	p.27
Xenon	16	p.27

● Some of the maps, tips, and solutions printed in *Commodore Format* are unbelievably huge, some of them sprawling over two or three pages, so the page numbers listed here only refer to the starting page of each feature. Got that? Good. What's the betting that we'll be doing this all over again for issues 25 to 36 in a year's time?

With infinite lives, infinite energy and infinite time not even Dick Dastardly chaining you to a post will stop those way out *Wacky Races*.

POWER PACK

BUG BOMBER

Here's a short but sweet listing POKE for infinite lives. Oh, and try the four-player mode too – it's great fun.

```
0 REM BUG BOMBER CHEAT BY M PUGH
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>3938 THEN PRINT "DATA
  ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,
  207,003
5 DATA 206,208,003,096,072,077,
  080,169
6 DATA 032,141,064,009,169,002,
  141,065
7 DATA 009,076,230,003,169,181,
  141,022
8 DATA 157,141,028,157,076,000,112
```

FUZZBALL

Bit of a toughie this one, so why not type in this life-saving Martin Pugh listing to stop the fuzzballs from killing you? Unless, of course, you like things a little more difficult.

```
0 REM FUZZBALL CHEAT BY M PUGH
1 FOR X=516 TO 538:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>2448 THEN PRINT "DATA
  ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 008,141,114,063,076,230,003
```

COOL CROC TWINS

For infinite lives on one of the best Powerpack demos to date, type in the following listing, SAVE it, then RUN it – you'll thank us for it one day.

```
0 REM CROC TWINS CHEAT BY M PUGH
1 FOR X=516 TO 538:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>2513 THEN PRINT "DATA
  ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 165,141,049,036,076,230,003
```

FRAME
BUSTERS

Hidden away within the darkest depths of your favourite games are secret powers waiting to be unleashed. Here's where we reveal how to unleash them. And you don't even have to sacrifice any chickens or run around Stonehenge naked on the night of a full moon.

MIDNIGHT RESISTANCE

DISK VERSION

If you can't get very far on this rather excellent arcade conversion, type in the following listing, SAVE it, then RUN it for infinite lives, keys and weapons.

```
0 REM MIDNIGHT DISK CHEAT BY WAZ
1 FOR X=679 TO 742:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>8016 THEN PRINT "DATA
  ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
  A$="N" THEN POKE 723,206
4 INPUT "INFINITE AMMO Y/N";B$:IF
  B$="N" THEN POKE 715,1
5 INPUT "INFINITE KEYS Y/N";C$
6 IF C$="N" THEN FOR X=727 TO 737:POKE
  X,234:NEXT
7 PRINT CHR$(147);"INSERT DISK & PRESS
  A KEY"
8 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,001,162,229,160,002,032,189
12 DATA 255,169,000,032,213,255,169,202
13 DATA 141,206,066,169,002,141,207,066
14 DATA 076,000,064,169,000,141,149,019
15 DATA 141,187,019,169,173,141,185,039
16 DATA 169,234,141,200,181,141,201,181
17 DATA 141,202,181,076,000,008,070,000
```

SLY SPY

DISK VERSION

And if you're playing this Bond-inspired arcade adventure, try this handy POKE for an infinite supply of credits.

```
0 REM SLY SPY DISK CHEAT BY WAZ
1 FOR X=52992 TO 53081:READ
  Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>10058 THEN PRINT "DATA
  ERROR":END
3 PRINT CHR$(147);"INSERT DISK &
  PRESS A KEY"
4 POKE 198,0:WAIT 198,1:SYS 52992
10 DATA 169,000,032,144,255,169,147,032
11 DATA 210,255,169,001,168,162,008,032
12 DATA 186,255,169,006,162,084,160,207
13 DATA 032,189,255,169,000,032,213,255
14 DATA 169,045,141,020,064,169,207,141
15 DATA 021,064,076,000,064,169,032,141
16 DATA 068,007,169,063,141,069,007,169
17 DATA 207,141,070,007,076,007,004,072
18 DATA 173,175,008,201,002,208,005,169
19 DATA 025,141,175,008,104,238,032,208
20 DATA 238,032,208,096,089,079,083,083
21 DATA 069,082
```

MORE MULTIHACK DATALINES

Hold on to your socks – it's another stonking stack of datalines for the Multihack Listing printed in *CF*23. What you didn't get issue 23? Well order a back issue then! Oh, all right. We'll print it again. (But order issue 23 anyway – it was darned spiffy).

And just in case you haven't got a clue where to start, we've prepared this comprehensive "Dweeb-Proof" guide...

1) Type in the main Multihack Listing as printed below - if you're unsure how to do this, check out the "Lick those Listings" feature in *CF*24.

2) Once you've typed in the whole listing (up to line 18), insert a blank cassette and SAVE the listing for any future use.

3) When it has finished saving, DO NOT RUN THE LISTING – it will not work unless a dataline has been added! Look up the dataline(s) for the game you want to cheat on and add these to the multihack listing (just type them in as normal datalines).

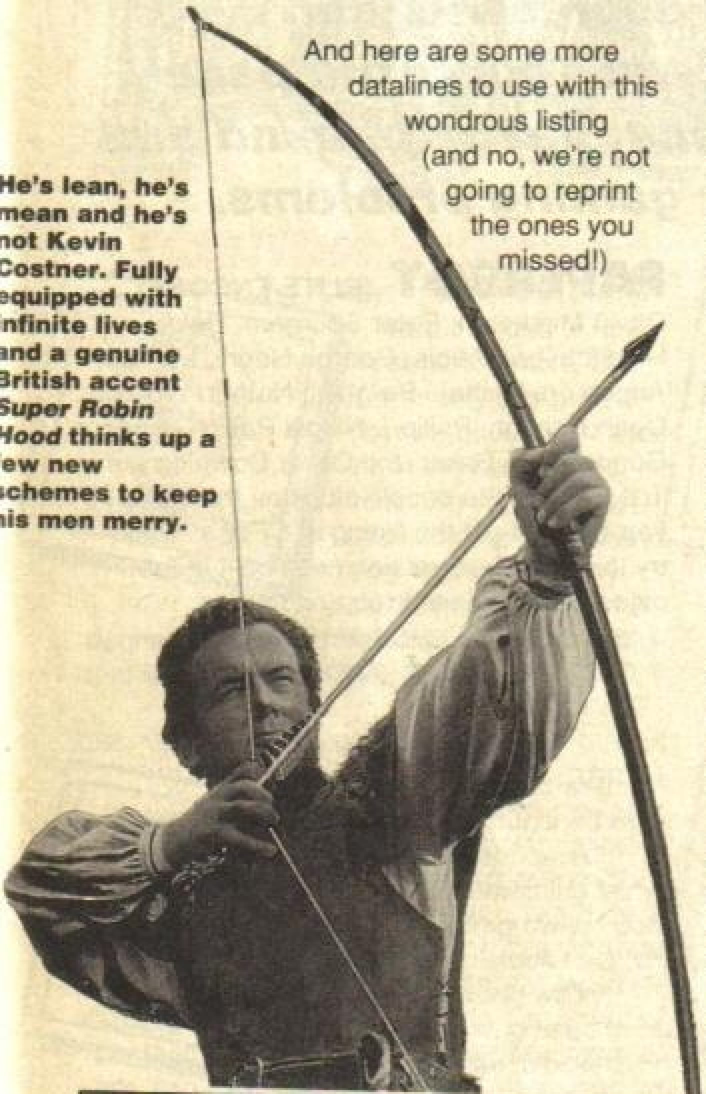
4) Now type RUN, ensuring that the rewound game cassette is in the C2N. If all is well, the message "PRESS PLAY ON TAPE" will appear – do just that, and the game will load automatically with the appropriate cheats.

5) If a "SYNTAX ERROR" or "DATA ERROR" appears, then you've made a typing misteak. Recheck and scrutinise very carefully.

```
0 REM CODEMASTERS MULTIHACK LISTING
1 REM BY WARREN PILKINGTON
2 FOR X=512 TO 580:READ Y:C=C+Y:POKE
  X,Y:NEXT
3 IF C<>7483 THEN PRINT "DATA ERROR":END
```

```
4  READ Y:IF Y=-1 THEN POKE 157,
   128:SYS 512
5  POKE X,Y:X=X+1:GOTO 4
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096
```

And here are some more datalines to use with this wondrous listing (and no, we're not going to reprint the ones you missed!)



He's lean, he's mean and he's not Kevin Costner. Fully equipped with nfinite lives and a genuine British accent *Super Robin* Hood thinks up a ew new chemes to keep is men merry.

RED MAX (Infinite lives)
```
20 DATA 169,173,141,208,024,096,-1
```

SKY HIGH STUNTMAN (Infinite takes)
```
20 DATA 169,173,141,106,039,096,-1
```

SPELLBOUND DIZZY (Joystick control)
```
20 DATA 169,001,141,206,080,169,012,141
21 DATA 213,080,141,223,080,141,233,080
22 DATA 169,004,141,216,080,169,008,141
23 DATA 226,080,169,016,141,236,080,
   096,-1
```

SPELLBOUND DIZZY
(Infinite lives & energy)
```
20 DATA 169,173,141,196,032,141,196,047
21 DATA 141,083,055,096,-1
```

SPIKE IN TRANSYLVANIA
(Infinite lives)
```
20 DATA 169,173,141,240,038,096,-1
```

SUPER G-MAN (Infinite time)
```
20 DATA 169,173,141,244,026,096,-1
```

SUPERHERO (Infinite lives)
```
20 DATA 169,165,141,183,062,096,-1
```

SUPER ROBIN HOOD (Infinite energy)
```
20 DATA 169,173,141,040,096,096,-1
```

SUPER SEYMOUR
(Infinite lives and time)
```
20 DATA 169,165,141,025,136,169,000,141
21 DATA 161,139,096,-1
```

SUPER STUNTMAN
(Infinite lives and time)
```
20 DATA 169,173,141,063.081,141,021,083
21 DATA 096,-1
```

SUPERTANK (Infinite lives)
```
20 DATA 169,173,141,001,026,096,-1
```

TERRA COGNITA (ORIGINAL)
(Infinite lives)
```
20 DATA 169,243,141,059,114,096,-1
```

TERRA COGNITA (QUATTRO)
(Infinite lives)
```
20 DATA 169,143,141,164,114,096,-1
```

THUNDERBOLT (Infinite fuel)
```
20 DATA 169,096,141,011,124,096,-1
```

TILT (Infinite Power)
```
20 DATA 169,096,141,071,115,096,-1
```

TREASURE ISLAND DIZZY (ORIGINAL)
(Invincibility)
```
20 DATA 169,134,141,167,044,141,026,045
21 DATA 169,045,141,168,044,141,027,045
22 DATA 096,-1
```

TREASURE ISLAND DIZZY
(DIZZY COLLECTION) (Invincibility)
```
20 DATA 169,173,141,189,044,169,117,141
21 DATA 049,045,169,045,141,050,045,
096,-1
```

VAMPIRE (Infinite lives)
```
20 DATA 169,173,141,032,033,141,245,040
21 DATA 096,-1
```

WACKY DARTS (Infinite time)
```
20 DATA 169, 165,141,215,080,096,-1
```

WIZARD WILLY
(Infinite lives and spells)
```
20 DATA 169,173,141,017,053,141,020,045
21 DATA 096,-1
```

We're nearly at the end of the alphabet now, but tune in next month to discover how many multihackable CodeMasters games we can unearth that begin with X,Y and Z. Be seeing you.

Hey, a vampire. Time to dust down the old, 'If you're finding this game a pain in the neck...' gag.

DEAR GAMEBUSTERS

If you can't get any of our cheats or POKEs to work, or if you're a novice when it comes to games cheats, drop us a line at Dear Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath„ Avon BA1 2BW. And here on the new expanded Framebusters page is Dear Gamebusters' new home from now on. (*After all, these are the pages where we give you most of the POKES so it's logical – though Roger still reckons we've unfairly swiped a piece of his page – Ed*). This month we have a couple of enquiries concerning the Multihack Listing from *CF*23....

"We have tried your Multihack Listing cheat and we keep on getting a SYNTAX ERROR in line 14. Could you please help us?"
Stuart Grant, Essex

The Multihack listing has been causing numerous problems, many of them being silly typing errors, and your problem seems to be just that. Line14 is a dataline and should not cause a Syntax Error (or any other error for that matter). Check the line thoroughly for any mistakes, or re-type the datalines from line 13 onwards.

"In *CF*23 you printed a Multihack Listing on page 30. After numerous attempts, all I get after typing it in is to find that lines 2, 3, and 4 don't appear in the listing. Is this something to do with line 4 ending in a '2', which appears as a solitary number before pressing RETURN? Help!"
A Murray, West Yorkshire.

The C64 has a cumbersome text engine, which takes some getting used to. The errors you describe occur when text overflows from one line to the next. Lines 2, 3, and 4 should be typed as CONTINUOUS lines, and you should only press RETURN when you've typed the whole line, not when the cursor reaches the edge of the screen. Refer to last month's 'Lick those Listings' feature – it should put you on the right track.

SAMARITAN'S CORNER

When the chips are down and the fish are feeling a bit depressed, don't worry! This is the page you can turn to for solace, peace of mind and the answers to all your gaming problems.

BARBARIAN (PALACE/KIXX)

Not a bad hack 'n' slash game, but maybe just a smidgen tricky, as Richard Hearty, Veemish Jowaheer, Steven Brewster, Gerald King and James Donaldson have discovered. If you're having similar problems, give this invincibility listing a whirl (and it works on both loads too).

```
0  REM BARBARIAN CHEAT BY M PUGH
1  FOR X=288 TO 345:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>6280 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 288
10 DATA 032,086,245,169,049,141,
   123,003
11 DATA 169,001,141,124,003,096,
   072,077
12 DATA 080,169,062,141,244,004,
   169,001
13 DATA 141,245,004,076,224,003,
   064,001
14 DATA 162,009,173,233,135,201,
   056,240
15 DATA 011,142,233,135,169,095,
   141,028
16 DATA 133,076,009,128,142,123,
   134,076
17 DATA 009,128
```

BARBARIAN 2

(PALACE/KIXX)

For the equally gory sequel, here's a listing POKE for infinite lives, as requested by Vincent Johnson, Veemish Jowaheer, Gerald King, Adam Davis, Paws & Rob, Andrew Sands, Lewis McShane, Stephen Garrett and Martin O'Donnell. Wimps.

```
0  REM BARBARIAN 2 CHEAT BY M PUGH
1  FOR X=537 TO 570:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  FOR X=278 TO 287:READ Y:C=C+Y:POKE
   X,Y:NEXT
3  IF C<>4595 THEN PRINT "DATA
   ERROR":END
4  POKE 157,128:SYS 537
10 DATA 032,044,247,056,169,018,
   141,177
11 DATA 003,169,048,141,178,003,
   169,106
12 DATA 141,179,003,032,108,245,
   072,077
13 DATA 080,169,001,141,215,228,
   032,191
14 DATA 003,096,024,001,169,165,
   141,113
15 DATA 138,108,022,000
```

IKARI WARRIORS

(ELITE/ENCORE)

If you're playing the original or re-release version, like Andrew Biss, Derek Gray, Simon Amos, Stuart Atkinson, Jason Raftery, J Panchbhaya and Derek Fitzsimons, type in the following listing, SAVE it, then RUN it for infinite lives and weaponry (and why not team up with a chum to make the game even easier).

```
0 REM IKARI CHEAT BY MARTIN PUGH
1 FOR X=537 TO 607:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>8480 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 537
10 DATA 032,044,247,056,169,018,141,177
11 DATA 003,169,048,141,178,003,169,106
12 DATA 141,179,003,032,108,245,072,077
13 DATA 080,169,032,141,247,185,169,069
14 DATA 141,248,185,169,002,141,249,185
15 DATA 032,191,003,096,141,032,208,072
16 DATA 169,191,141,178,003,169,003,141
17 DATA 179,003,169,181,141,126,035,141
18 DATA 077,036,141,115,196,104,096
```

CYBERDYNE WARRIOR

(POWERPACK 17)

Both Andrew Edwards and Phillip Thomas are having problems getting into the shop. Firstly, make sure that you've collected some money to spend. In order to gain access to the shop, you must collect at least one droid - now walk over to the 'UP' symbol and you should automatically enter the shop (you should buy what you need and leave). In order to enter the shop again, you need to collect another droid. Once all droids have been collected, return to the shop to complete the level.

GREMLINS 2

(ELITE)

Have you got some gremlins in the works? No? Do you want to put some there? Lee Sandham, Chris James and Shahrukh Mallik certainly do. They wrote in for a cheat on this aging film tie-in. And yep, we've got one and we're going to start spreading the news, because for infinite lives, all you have to do is enter your name as SINATRA on the high score table.

PAPERBOY (ELITE/ENCORE)

David Middleton, Peter Spurgern, Heidi Heidrich, Lee Abols, George Henry, Michael Anderson, Michael Burgess, Nathan Wood, Dean Robson, Philip & Nicola Pass, Gavin Gunn, Claire Baker and Oliver Downing are just a few of the people stuck on this game. If you couldn't get the listing in *CF*16 to work, try this improved version (with built-in fat digester) for infinite lives and papers.

```
0 REM PAPERBOY CHEAT BY M PUGH
1 FOR X=380 TO 419:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>4114 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
  A$="Y" THEN POKE 411,140
4 INPUT "INFINITE PAPERS Y/N";B$:IF
  B$="Y" THEN POKE 416,140
5 POKE 157,128:SYS 380
10 DATA 032,104,225,169,001,141,244,003
11 DATA 169,032,141,063,003,169,150,141
12 DATA 064,003,169,001,141,065,003,076
13 DATA 013,008,238,032,208,160,096,172
14 DATA 166,041,160,096,172,107,040,096
```

MIKIE (IMAGINE)

I bet you didn't know this game had secret bonuses. If, like Tammy Pringle, K M Rheade, and Alan Leach, you want to know how to claim them, all you have to do is shout three times for 1,00 points when you're in the right place on each level:

SCREEN 1 – In front of the teacher's desk.

SCREEN 2 – The middle of the top row of lockers.

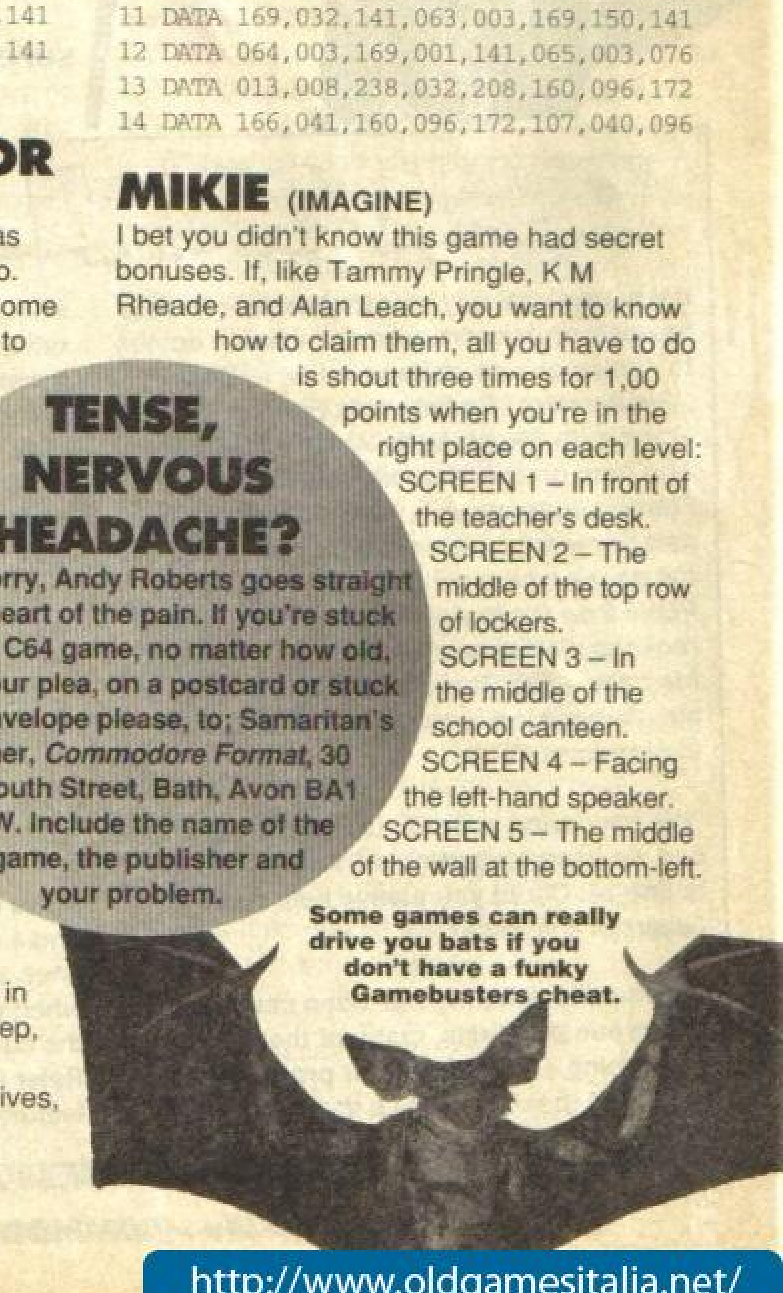
SCREEN 3 – In the middle of the school canteen.

SCREEN 4 – Facing the left-hand speaker.

SCREEN 5 – The middle of the wall at the bottom-left.

TENSE, NERVOUS HEADACHE?

Don't worry, Andy Roberts goes straight to the heart of the pain. If you're stuck on any C64 game, no matter how old, send your plea, on a postcard or stuck down envelope please, to; Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Include the name of the game, the publisher and your problem.

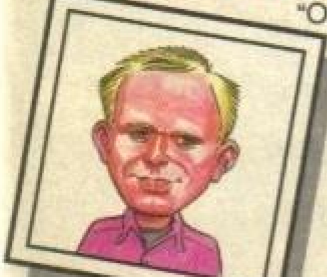


Some games can really drive you bats if you don't have a funky Gamebusters cheat.

There was a mad scramble to be the first to see Streetfighter 2 when it arrived. The CF crew struggled and fought to get a glimpse. Then, being responsible citizens, they decided to settle the matter in the only decent way possible. A fight in the carpark.

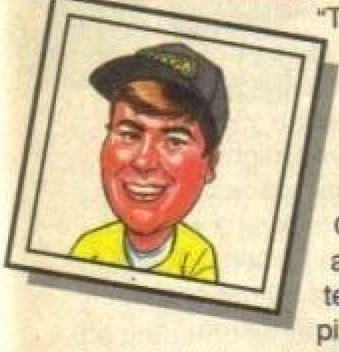
POWERPLAY

TRENTON WEBB



"Okay. I admit I first put forward the idea of the car-park rumble. But after only one punch thrown at James, I was hit in the back by four incredibly large hands, each holding four Swiss Army knives. I fell, my head connected with the bonnet of a parked Vauxhall Nova SR and that was the end of the contest for me."

JAMES LEACH



"The fight started well. Trenton punched me, then disappeared under something fast, black and growly. I got up and mistook Lisa for Ollie. I swung wildly, and Lisa, who used to teach Karate, blocked, pivoted and kicked me into a nearby skip. I distinctly recall the expensive feel of her incredibly posh Gucci shoes..."

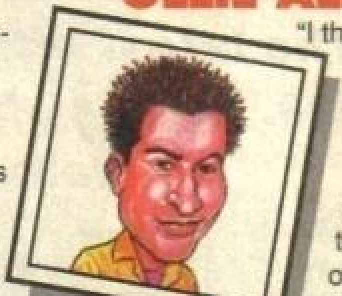
ROGER FRAMES

"I may be small and puny, but no-one could ever accuse me of being brave. In fact it takes immense courage to be as cowardly as me. During the fight, I darted around the feet of the gladiators, collecting the loose change that flew from their pockets as the punches landed. I got 34p before I was booted out of the way."

ANDY ROBERTS

Andy had time before the fight to give himself infinite lives. Blows which would knock a normal man cold had no effect on him. But as the team watched, he suddenly disappeared on to the next level, never to be seen again. Some say that on quiet nights you can hear him beating an end-of-level-guardian...

OLLIE ALDERTON



"I thought the idea of a fight was great. But Trenton went out really early and James got thrown away by Lisa. That left Dave. So I repeatedly thumped him on the top of his head with the *Streetfighter 2* box. And guess what happened. The big baby started to cry. I had to stop and give him a chocolate bar to make him feel better."

LISA NICHOLLS

Lisa's team of personal assistants told us, "Ms Nicholls is resting and mustn't be disturbed. She's upset because one of her pet panthers, Cher-Khan, leapt on her editor's back and flattened him. She's also worried that the animal might have caught something off the lad. So she's having a year off to recuperate."

DAVE GOLDER

"No! It wasn't like that! I got something in my eye! Just as I was planning to get up and clout Ollie with the 20-foot oar I found in my jacket pocket, a dust mote got in my eye. When Ollie saw this, he seized the advantage of my temporary blindness by forcing a Milky Way down my throat. I submitted soon after."

THE MIGHTY BRAIN

"Although I'm enormously intelligent, I like a scrap as much as the next omniscient being. I simply sit in the fifth dimension, occasionally popping into 3D to smack someone in the breathing apparatus. I've got to be careful, though. One poke with a sharp weapon and I'll deflate, taking all my knowledge and wisdom with me."

Bits'n'Bobs

Commodore Format's review system is immensely complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't have a chance of getting to grips with its intricate complexities). What we do is tell you exactly what the good points are and what the rubbish bits are about each game. See. Very complicated, like we warned you it would be.

Negative points
Positive points

CF RATINGS

Also frighteningly technical is this box-type thing. It shows you at-a-glance what the most important positive and negative factors about the game are (probably).

Next to it is an indecipherable rating mark. Over 89 per cent means that the game is officially a Corker, and is thus eligible for a seat in the European Parliament in Brussels (or Swindon or Didcot or wherever).

It's a Corker!

It also means that if you don't rush out and buy the game immediately, all your friends will talk about you behind your back in the most uncomplimentary terms.

GAME ICONS

If you've been wondering about these, they're a legacy. An heirloom, if you like. Nice Mr Gilham, who used to work here left them to us, you know. He was a nice man.

FACE – Number of players. Gorgeous drawings showing how many folk can participate.

KEYBOARD/JOYSTICK – By jingo! It's those wacky, devil-may-care control mechanisms.

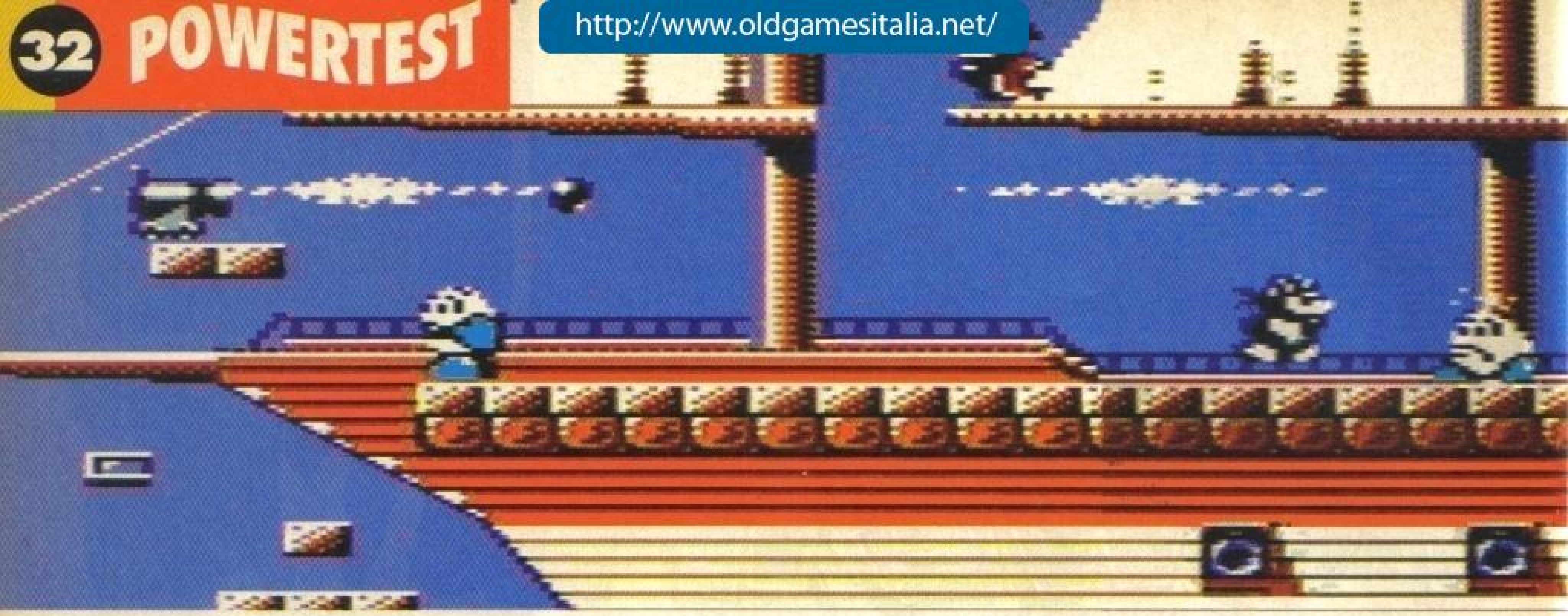
MOUNTAINS – This can only mean one thing; there are difficulty levels in the game.

OCTOPUS – Multiload, but they also live in the New York sewers. (*That's alligators, you fool – Ed.*)

GOALIE'S SHIRT– It's a good one, this. Young Master Gilham's save option thing.

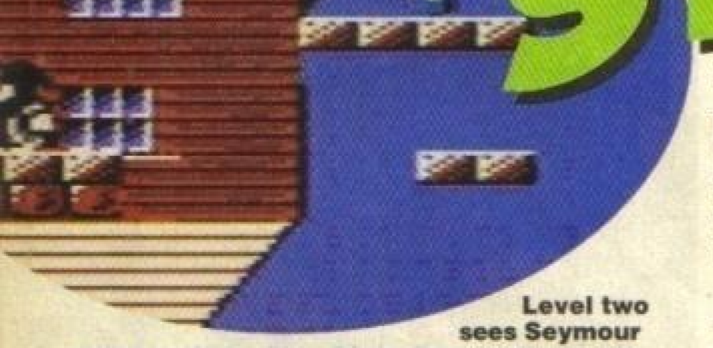
BLOCKS – Forget *Tetris*. Forget those tiny holes in the sides of biros, too. We're talking hi-score table here.

PAWS – Pause mode. Send complaints about this gag to Trevor himself.



No matter how many times we at CF poke cruel fun of Seymour, he keeps bouncing back in new games. The latest effort sees him in Hollywood, making movies. Mr Showbusiness himself, James Leach, joins him in Beverly Hills.

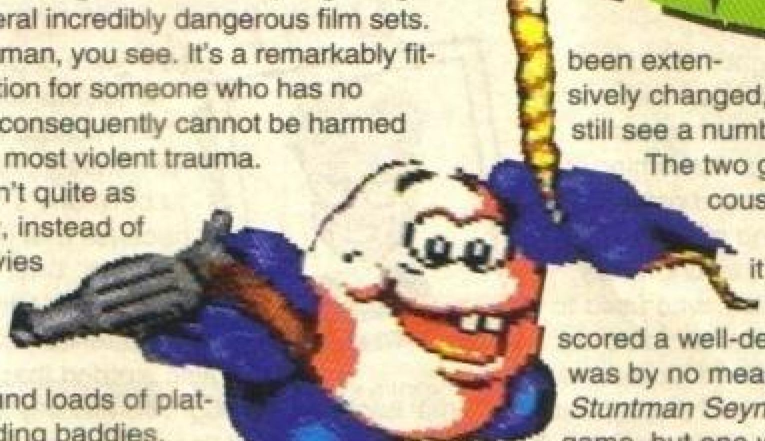
STUNTMAN



Level two sees Seymour doing a pirate film. Birds drop rocks on his head and cannons try to blow him up. It's got to be a Sam Peckinpah movie.

As the *Seymour* games keep coming, it's getting harder and harder to think up new and ever more rude ways to insult the gross little lard-blob. I mean, we've called him lard-ball, squidge-features, globule-head and even li'l cheeser. What else is left?

Anyway, in this, the latest offering from Reflective Designs of sunny Bradford (see box), you have to guide the little sponge-bag around several incredibly dangerous film sets. He's a stuntman, you see. It's a remarkably fitting occupation for someone who has no bones, and consequently cannot be harmed by even the most violent trauma.



What isn't quite as clear is why, instead of making movies in the traditional way, you've got to rush around loads of platforms, avoiding baddies, killing other baddies and collecting things. Apparently the idea is you're being filmed doing this nonsense, because every time you lose a life, you have to do another 'take'. The concept still doesn't quite hold together, though.

Now this is where I can save a bit of time. If you remember seeing the review of *DJ Puff's Volcanic Caper* a few months back (*issue 22, actually – do I have to do all your research? – Ed*), much of what was said applies to *Stuntman Seymour*. *Volcanic Caper* was also written by Reflective Designs, and they've, erm, kept many of the features. Of course, the graphics have been extensively changed, but you can still see a number of resemblances. The two games are 'close cousins' you might say.

This makes reviewing it a bit tricky. I mean, *DJ Puff's Volcanic Caper* scored a well-deserved 88 per cent, so it was by no means a poor game. *Stuntman Seymour* is also a good game, but one which doesn't stretch the genre much further, so it can't be awarded the same mark.

Enough of this conundrum, though. If you haven't seen *DJ Puff*, you'll need to know more about *Stuntman Seymour*. It's a pretty straightforward platform game, in which you have to leap, bounce, galoomph and generally proceed in an unorderly fashion through each level, killing all the bad guys who patrol the platforms. Each of these baddies requires two shots to take him down, or one bomb. To arm yourself with bombs, you first have to kill a few baddies with your standard weapon (a sort of pistol, although you don't really see it). When a nasty dies, he leaves a collectable. It might be an item of food or occasionally it might be a box of five bombs.

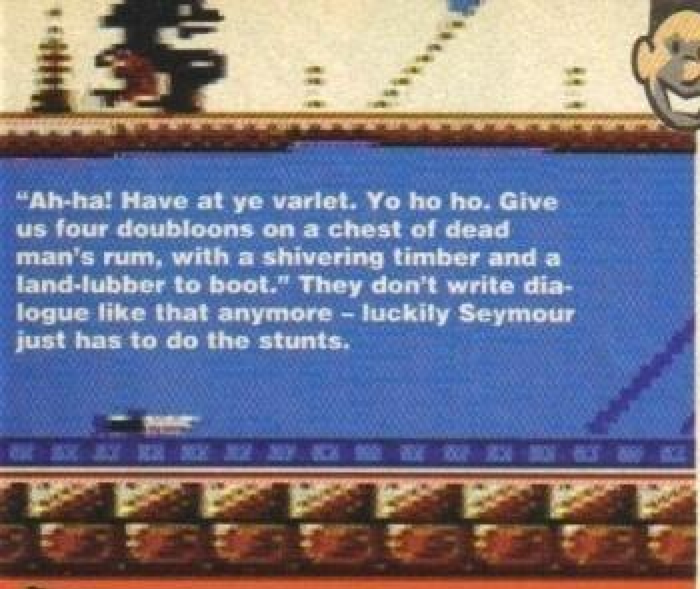
Once you've got a few bombs, you're laughing. They can be thrown at enemies, and, just like when you throw a bomb in real life (*not something I do very often actually – Ed*) they travel in a arc. On the upwards curve, the bombs can destroy baddies on a platform above you; as they drop they can

The end-of-lev
are tough – y
work out by t
the best way

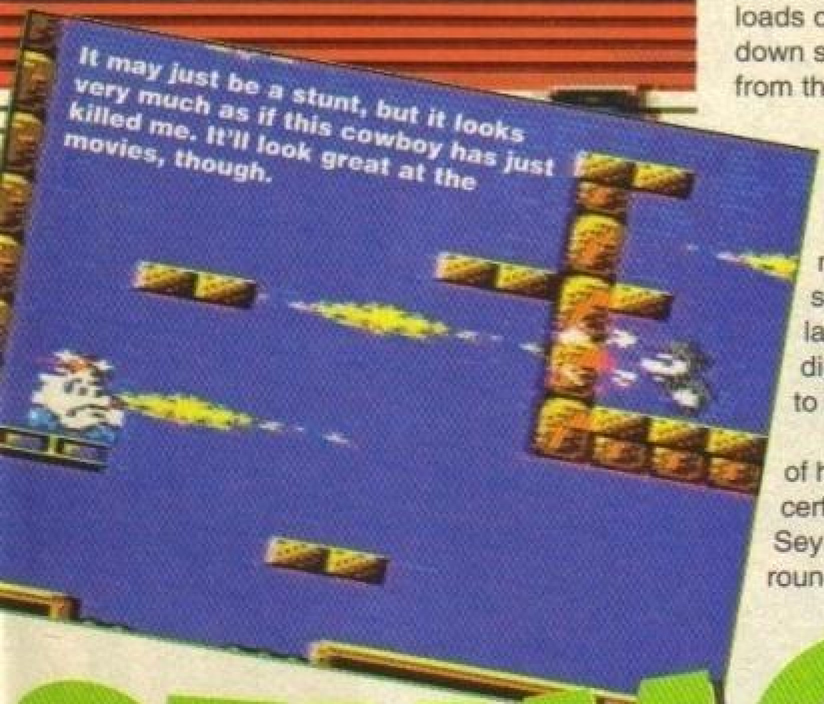
PARTY ON, PROGRAMMING DUDES!

Here's a picture of Reflective Designs, the guys that created *Stuntman Seymour*. (Don't ask us why they're dancing with each other.) On the left is Duncan Scott, boss of the outfit and accomplished programmer. On the right is Gerard Gourley, maestro of in-game music and fan of Tangerine Dream. We just thought you'd like to see what they looked like; sort of quite normal really (except for the dancing).

Oh, and there's so much work for Reflective Designs, they're looking to expand their operation, so if you want to be a part of this crazy, dancing team, just call 0274 742474. But they won't have just anybody – you'll have to be a good coder, computer musician or graphics bod. If you think you can make the grade, why not give them a ring?



"Ah-ha! Have at ye varlet. Yo ho ho. Give us four doubloons on a chest of dead man's rum, with a shivering timber and a land-lubber to boot." They don't write dialogue like that anymore – luckily Seymour just has to do the stunts.



It may just be a stunt, but it looks very much as if this cowboy has just killed me. It'll look great at the movies, though.

SEYMOUR

destroy baddies next to you and if they fall on to a lower platform, they will blow up anything beneath you. Totally marvellous, and the perfect way of clearing any platform you intend to move on to.

There is one route through each level, but be prepared for plenty of dead-ends and wrong turnings. Although they are sometimes packed with baddies and get rather risky, they usually contain something worth collecting. You might find either a load of bombs or an extra life. It can't be bad, either way.

Of course, once you've hacked your way through each level, you'll meet a big bad guy at the end. How this fits in with the 'making a film' idea isn't particularly obvious, but then neither is much of the other stuff you find in the game. The best thing to do is forget all that weird plot business and just get on with the game.

The end-of-level-baddies are tough; you have to work out by trial and error the best way of tackling them. Some require a bold attack; others simply require you to run away very quickly first, and move in gently. Oh, and keep firing all the time. They take loads of hits, so you've got to lay down some serious firepower from the outset. Using your bombs on these guys isn't such a good idea, though, because when you get on to the next level (if you survive, that is), you'll need a few bombs to help get you started. Wasting them at the end of the last level will get you past the big baddie, but you'll be stuffed when it comes to tackling what's next.

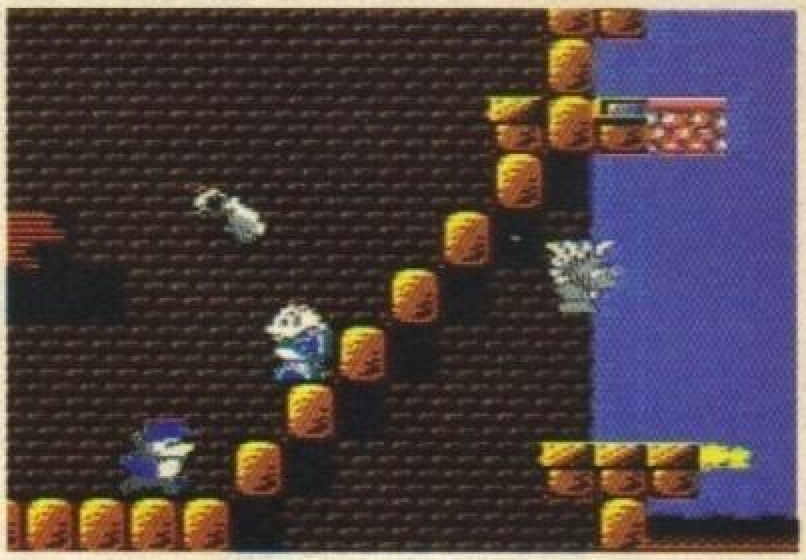
You should by now have some idea of how good the game is. It's certainly a quality release. Seymour moves round smoothly, and the controls are very responsive. Collision detection is good and the graphics are pretty neat. The music, as with all Reflective Designs games, is excellent.

Yes, it's a good game, but I can't help thinking that it's a bit too similar to *DJ Puff*. Its game-engine is very similar to the earlier game, just with different graphics and the odd extra bit chucked in. The map, of course, is totally different, but it can be solved in the same way, so if you're good at *DJ Puff*, you'll instantly get the hang of this one.

It's also a bit easy. On the first sitting we managed to get well into level two (out of six), so it shouldn't take any hardened or committed gamer much more than a couple of days to crack. So you won't be playing it until the cows come home, or indeed, until they telephone to let you know they're coming.

JAMES LEACH

el baddies
ou have to
rial and error
of attacking them.



Don't waste your bombs. If it's possible to stand behind a baddie and use your (infinite) bullets, it's best to do that instead.

Game	*Stuntman Seymour*
Publisher	*CodeMasters*
Cassette	*£3.99*
Disk	*Not available*
Release	*End of October*
Contact	*0926 814132*

POWER RATING

THE DOWNERS...

- It's too similar to *DJ Puff's Volcanic Caper* to earn that hard-to-spell epithet 'original'.
- A little bit too easy to challenge the hardened platform-addict.

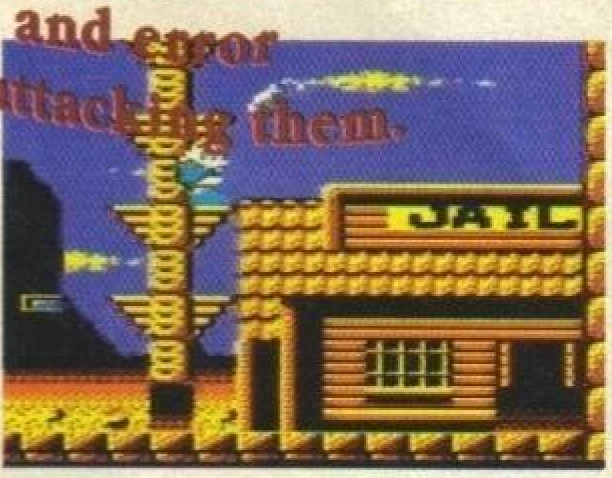
100

77%

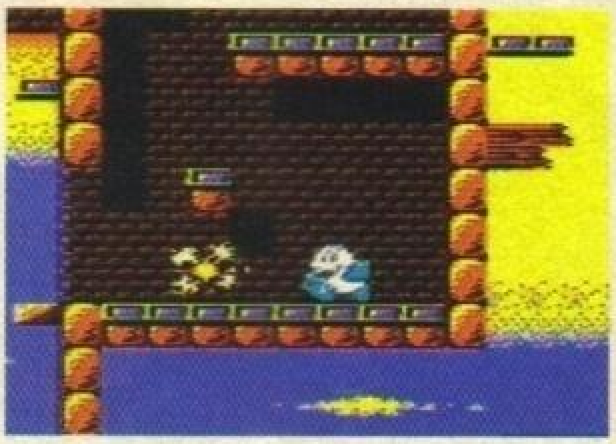
0

- Very impressive graphics
- Smooth scrolling and good collision detection. When you die it's your fault, not the fault of bad programming.
- Very hummable soundtrack.
- Lots of collectables, including the odd extra life.
- Two sorts of weapons – bombs and bullets – make the gameplay more varied.
- Totally rubbish plot you can ignore completely.
- Perfect for the beginner.

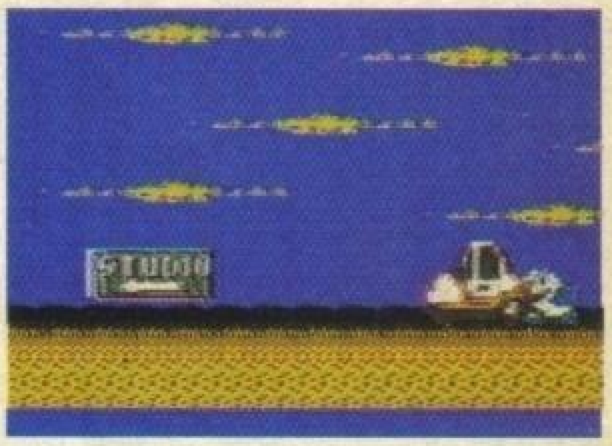
...AND THE UPPERS



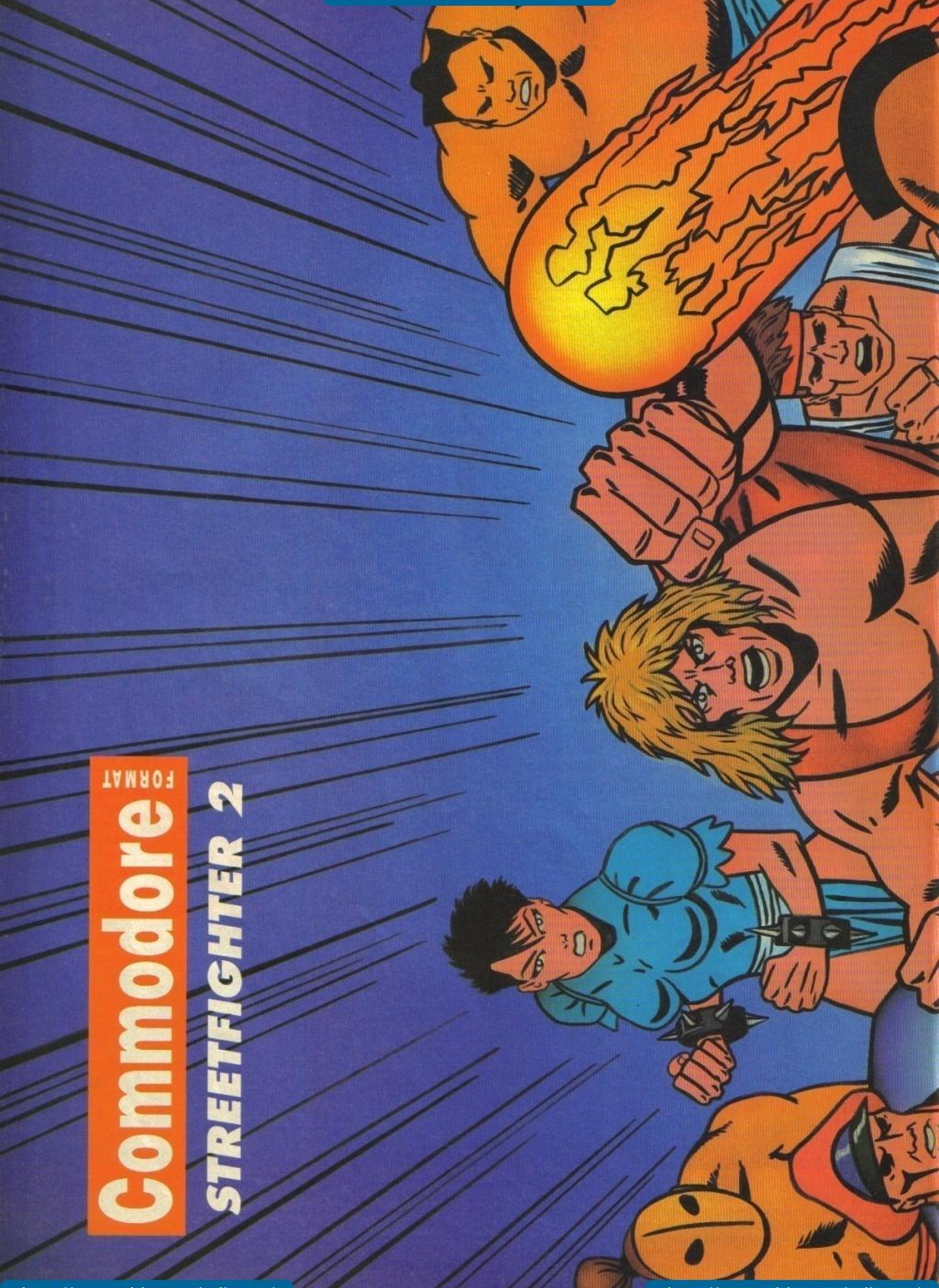
Bombing the jail, which is what's going on here, is a completely pointless thing to do. As you can't hit any buildings, it's just a sad waste of carefully-gained bombs. If you do this, frankly, you deserve to lose.



For a globby little pale guy, Seymour can certainly shoot. Here a Clint Eastwood double has been plugged by a bit of impressive Seymour gunplay. Then again, he has been paid by the studio just to die spectacularly.



Sigh. It was always a possibility – nope, a certainty – that Seymour would drive one of those stupid, little bubble-cars. Sadly, as this game proves, he does. It's things like this that make you lose the will to go on.


Commodore FORMAT
STREETFIGHTER 2

There must be some connection, some linking theme, some common element in the five games on *Super All-Stars* that'll provide some inspiration for a brilliantly witty introduction… but I can't work it out. I mean – a slug, an aging superhero, an egg, an elephant and a tortoise? Not even Ben Elton could could salvage a decent gag from that lot. So, let's forget the intro and just get straight on with the reviewing the games.

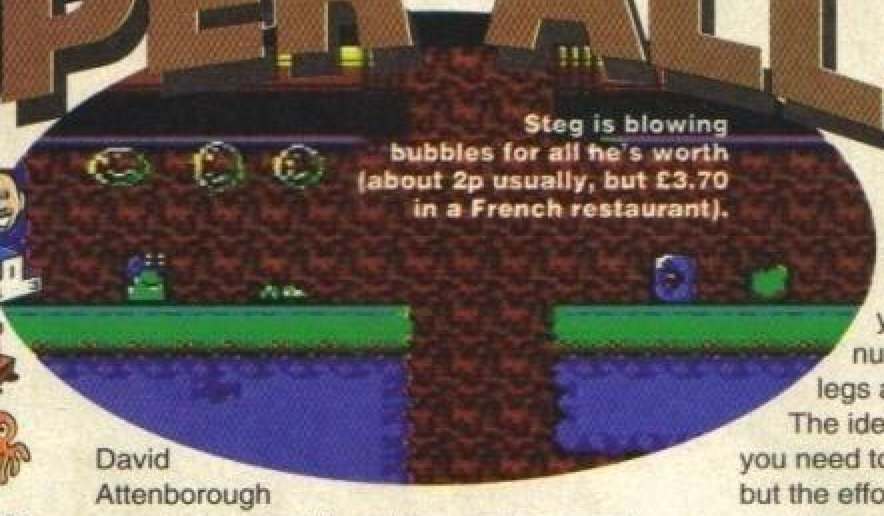
Where would you find a super-powered geriatric, a mutant mollusc, a customised chelonian, a holidaying pachyderm and an acrobatic ovum? Either a late night Channel Four science programme or the new compilation from CodeMasters. Believe us, the compilation is a lot more fun.

SUPER ALL-STAR

STEG THE SLUG

Here it is. The game that tried and failed to turn slugs into international sex symbols. What next? A skateboarding stick insect? a super-powered amoeba?

Steg might not be the most endearing hero ever to have slithered across a computer screen, but the game isn't all that bad. In fact, it's pretty darned good. It's a frenetic, frantic, puzzly-type thing in which you have to work out how to transport some constantly crawling maggots from the bottom of the screen to your nest at the top of the screen to feed your starving kids. You do this by making Steg blow bubbles (as you can probably tell, David Attenborough wasn't the scientific advisor on the game).


Steg is blowing bubbles for all he's worth (about 2p usually, but £3.70 in a French restaurant).

Basically, you trap the maggots in the bubbles, which then float up towards the nest. But the path is not clear. There are all manner of platforms, spikes, wind blowing devices and other problems to make the going treacherous, and the bubbles burst at the least provocation.

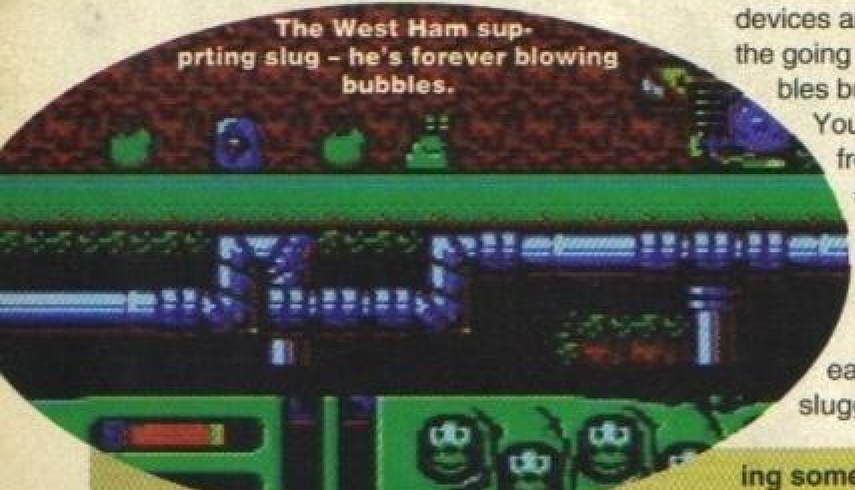
You control Steg who, apart from bubble blowing, can slither up and down walls and along ceilings as well as along the ground. He can also puff his little cheeks to blow the bubbles about.

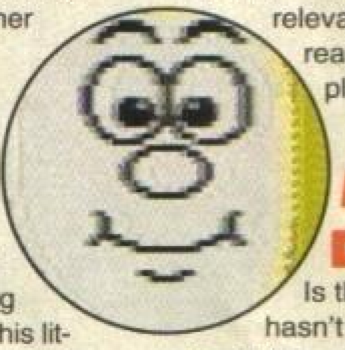
There are copious levels and on each you have a certain number of sluggy offspring to feed. You die if you run out of puff.

Eating fruit replenishes your puff power and there are a number of power-ups, such as bionic legs and a jet pack, to speed things up.

The idea is a little over-complicated, and you need to employ a lot of experimentation, but the effort is paid off with some quite addictive gameplay. It's only let down by some uninspired graphics and the fact that as each level is larger than a screen, a lot of relevant action, ie, the maggots reaching the slug nest, takes place out of sight.

76%


The West Ham supprting slug – he's forever blowing bubbles.



MAGICLAND DIZZY

Is there an egg joke left that hasn't been used in a *Dizzy* review? (*No, James has used them all up – Ed.*) You've been spared then.

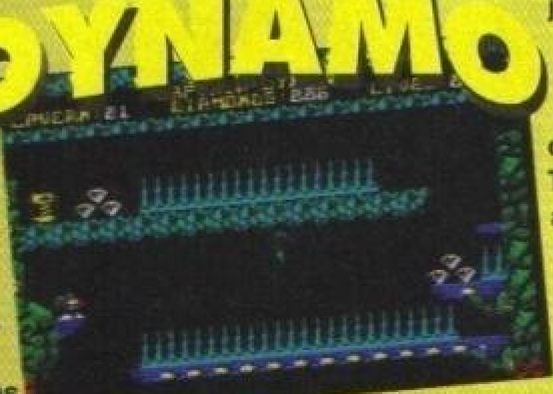
But you haven't been spared yet another *Dizzy* game. Yet again the

CAPTAIN DYNAMO

Is it a bird? Is it a plane? No, it's more likely to be zimmer frame actually, because here comes *Captain Dynamo*, almost as fast as a speeding snail and leaping tall blades of grass with the help of a step ladder. The world's oldest superhero has arrived, and he's got to stop his arch enemy, the octogenarian Austen Flyswatter, flying off to the moon with a massive collection of diamonds that he's just swiped.

The action takes place on a series of platforms at the top of which is Flyswatter's escape rocket. You have to guide Captain Dynamo up the platforms, and this is no easy task. There are all manner of nasty traps and deadly, spinning, whizzy things in the way as well as moving hooks that the Cap has to cling on to, conveyor belts and all the other usual malarkey you find in platform games. There are a couple of more unusual obstacles, including some strange, disk things that make you bounce uncontrollably all over the place. The Cap also has to collect the diamonds that Flyswatter has dropped all over the place – he must be getting clumsy in his old age. So accuracy and split-second jumping is the order of the day.

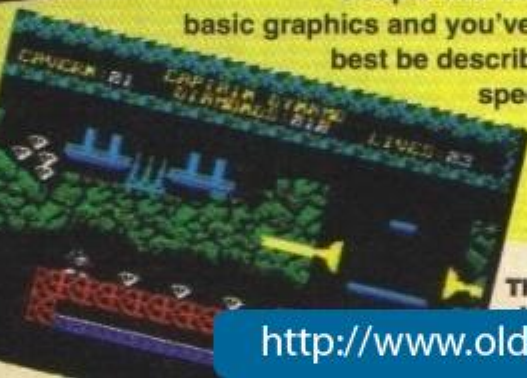
Captain Dynamo is the newest game in the collection; in fact it hasn't even come out on its own yet. This could be seen as a bit of a coup. But it isn't, simply because the game isn't actually very good. It has it's moments; the main sprite is pretty funky, it scrolls smoothly and some of the obstacles are pretty ingenious. But there's one major problem; it's too darned difficult. And the effort you put in isn't rewarded; you just get get irritated and bored by it in a very short time. For example, the second obstacle you come to is just ridiculously hard; you bounce around for ages between loads of disks and nothing you do seems to have any effect on proceedings. You just have to waggle and wait for something to happen. Yawn.


A few points to note, and avoid.

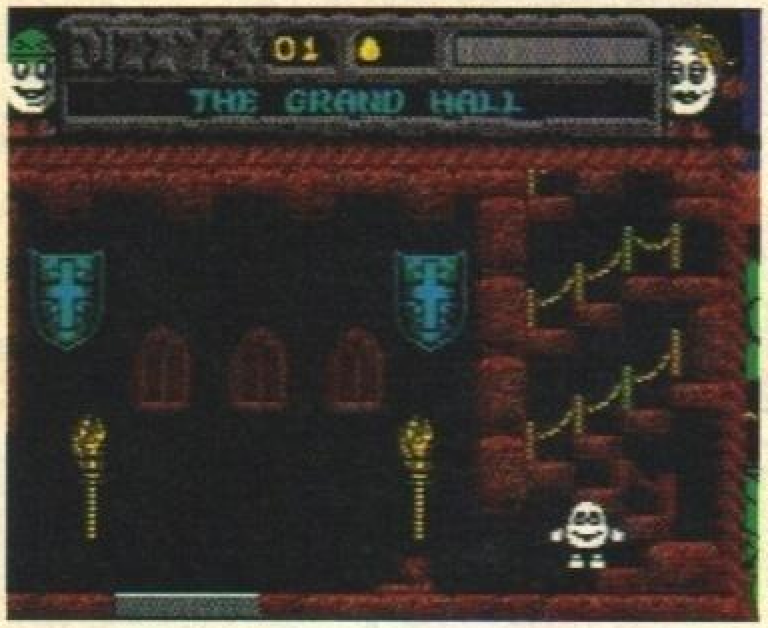
There has also been little attempt to incorporate the concept of an aged hero into the game. There is plenty of scope for a few affectionate jibes at wrinklies; wheelchairs, hearing aids, queuing at the Post Office on Tuesdays, listening to Radio 2 – all conspicuous by their absence.

Couple this with some pretty basic graphics and you've got what can best be described as a poorly specimen that deserves an early retirement.

68%


The Cap approaches

Did you know that if you pulled the tape out of all the *Dizzy* games there would be enough to wrap up Cyril Smith?



map has been changed (slightly) the story has been altered (just a tad) and puzzles have been rearranged (almost imperceptibly). Yes, it's the same old (admitedly successful) *Dizzy* formula and they still haven't work out a better way of getting him to jump.

This time the plot concerns some evil wizard who's tried to put the series out of its misery by kidnapping all the eggy one's friends and trapping them using various spells. Dizzy has to rescue them.

It's the usual adventure/platform mix with the boggiest of bog-standard graphics. There's nothing basically wrong with the gameplay apart from the fact that it's so uninspired and uninspiring. There are so many better examples of this genre around, it's a wonder *Dizzy* is still so popular.

70%

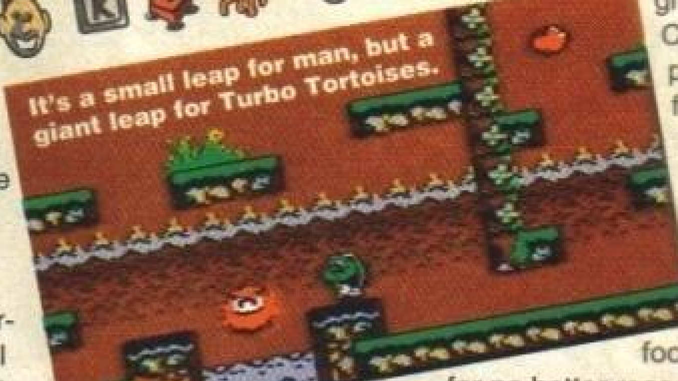
TURBO THE TORTOISE

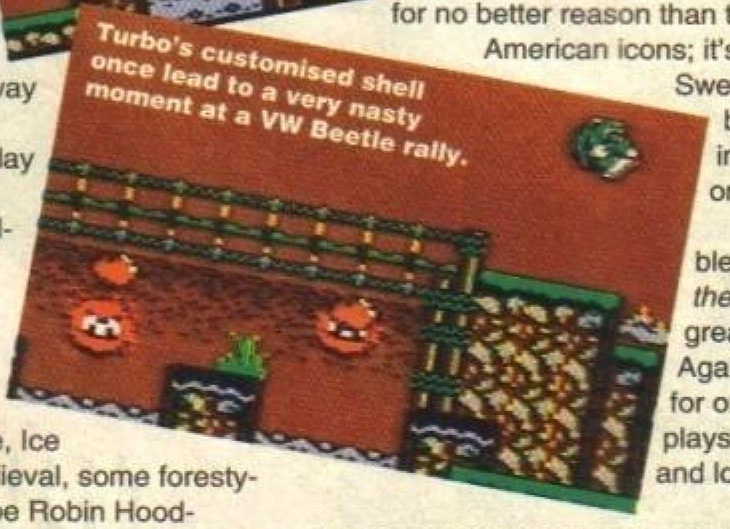
Now this is more like it. A good, straightforward platform runaround that is done with so much energy and style that it overcomes its one major flaw; it doesn't have a single original idea to its credit. But unlike *Dizzy*, which just seems like a tired formula, *Turbo* takes all the clichés and injects them with new life and vigour; it's a bit like the way the Indiana Jones films turbo-charged old Saturday morning cinema serials

Turbo is a time-travelling, super-powered tortoise who has to collect six ancient artefacts from different time periods. Each level is different era – Stone Age, Ice Age, Ancient Egypt, Medieval, some foresty-type affair (which might be Robin Hood-inspired) and Space Age – and there is an artefact per level. The aim is to leap around the platforms, killing or avoiding baddies, beat the end-of-level guardian and collect the artefact. There are bonuses, extra lives, power-ups, concealed bonus levels, moving blocks, invisible blocks, the whole works.

Sure, it's not the most challenging of games either mentally or reflex-wise, but it provides a healthy dose of good old-fashioned breathless action.

85%


It's a small leap for man, but a giant leap for Turbo Tortoises.


Turbo's customised shell once lead to a very nasty moment at a VW Beetle rally.

CJ IN THE USA

CJ is an elephant with no super powers, but a pretty remarkable umbrella. It doesn't turn itself inside out at the slightest hint of a gust and when CJ falls off platforms it opens up and slows his fall, so that he doesn't end up in the elephants' graveyard.

CJ's family has been kidnapped by big white hunters and taken to America where they have been sent to different states. So CJ packs his… (*Don't you dare – Ed.*) So CJ travels to the USA to search for his relatives before their tusks are turned into chess sets, their feet into umbrella stands and their hides into easy-wipe table cloths.

This is a platformer with some impressively huge levels. The sprites are well drawn and animated, and the backgrounds are dead smart. CJ is armed with deadly peanuts that he shoots from his trunk, and can also collect bombs.

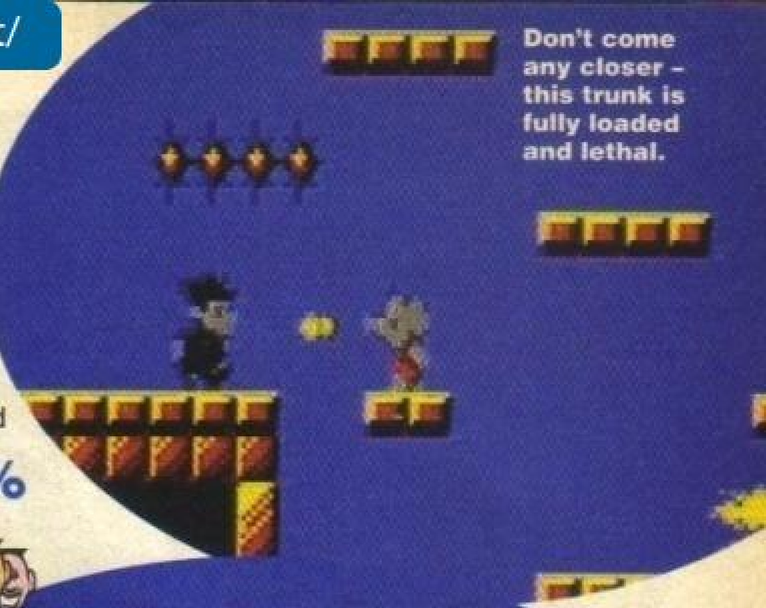
The game does suffer from some appalling xenophobia – CJ has to kill american cops, american footballers and the like for no better reason than that they're American icons; it's like killing all Sweeds just because they inflicted Roxette on the world.

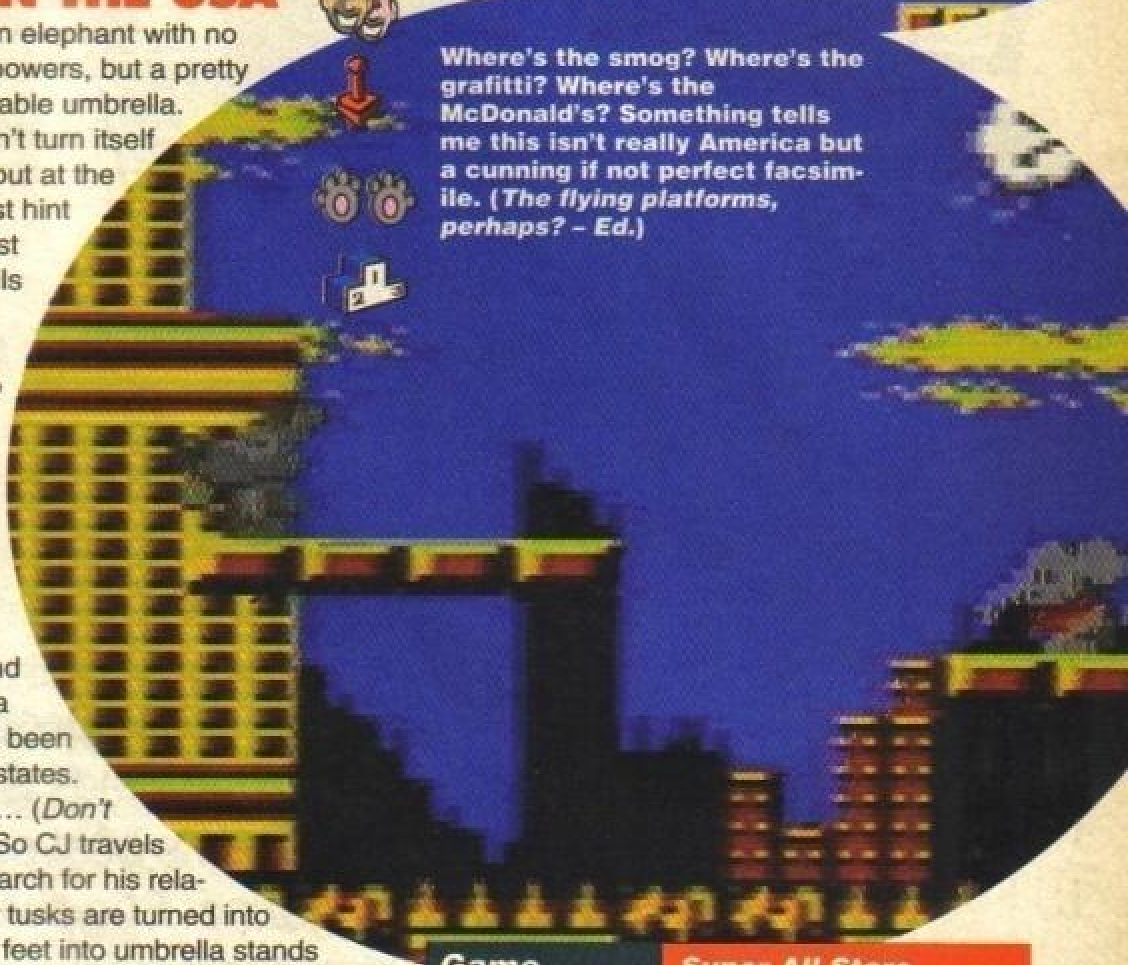
But this quibble aside, *CJ in the USA* is a great little game. Again, no rewards for originality, but it plays excellently and looks great.

88%

Three out of five ain't bad, and the good'uns more than make up for the lamers (and some people *even* like *Dizzy*).

DAVE GOLDER


Don't come any closer – this trunk is fully loaded and lethal.


Where's the smog? Where's the grafitti? Where's the McDonald's? Something tells me this isn't really America but a cunning if not perfect facsimile. (*The flying platforms, perhaps? – Ed.*)

Game	**Super All-Stars**
Publisher	**CodeMasters**
Cassette	**£9.99**
Disk	**Not available**
Release	**October**
Contact	**0926 814132**

POWER RATING

THE DOWNERS...

- *Captain Dynamo.*
- Why is Dizzy so popular?
- *Turbo* takes a while to load.

100

82%

- **It's good value for money – each game works out at £2.60.**
- ***CJ in the USA* and *Turbo the Tortoise* are both mightily fine games that you deserve to have in your collection.**
- ***Steg the Slug* is more of a puzzler and a good change of pace from the others.**
- **There is a variety of styles which should suit most game-playing tastes.**
- **All the games (except *Dynamo*) should keep you going for quite a while.**
- **Elephants are without doubt truly excellent mammals.**

...AND THE UPPERS

0

SHE ADORES IT!

BRITAIN'S BEST-SELLING SEGA MAGAZINE!
SEGA POWER
The Bitch's Back!
ALIEN³
Splatter house 2
POND IS BACK!
The New Zealand Story
WIN!
1,000
BARCELONA '92
FREE!

Abigail Hampson (17) from Camden reads ***Sega Power*** – Britain's best-selling Sega magazine. She owns a Mega Drive and her favourite games include: ***Sonic*** (she's now on level 5), ***Mickey Mouse*** and ***James Pond 2 – Robocod.***

ON SALE FROM THURSDAY 1 OCTOBER

BRITAIN'S BEST-SELLING SEGA MAGAZINE

Abigail's outfit by benetton

HORROR BEYOND BELIEF!

The Mighty Brain

CERT X

A long time ago in a galaxy far, far away a great adventure took place, or so TMB will have us believe. To stop him boring us all silly with his tales of the olden days send in your queries to Commodore Format, *30 Monmouth Street, Bath, Avon BA1 2BW* to keep him preoccupied. But please hurry, because we can't take much more...

Jeff Minter with the Fly-mo responsible for his hair cut.

SPLINTER GROUP?

Dear TMB,

Please print this letter or I will bang my head repeatedly against a wall!

1) Are you in any way related to Krang from *Teenage Mutant Ninja Turtles*?

2) Will *Attack of the Killer Tomatoes* be released on the C64, as it is already out for the Nintendo Game Boy?

3) I had an idea recently for music lovers. Why not select soundtracks from the good games and give them away on a Powerpack soundtrack compilation?

4) I would like to congratulate the Apex team on *Creatures 2*. It's an excellent game and I'm looking forward to *Creatures 3*! What do you think of *Creatures 2*, Mighty Brain?

5) Could you tell Jeff Minter to get a haircut?

Colin Johnston, Ballymoney.

1) Categorically, absolutely, positively and definitely NO! Do not be fooled by good looks, Krang is an incompetent buffoon. If he was was related to me he would have caught those pesky green thingies by now.

2) There are no plans as yet. But we won't be missing that much if a certain Steve Jarratt is to be believed. His new mag *Total!* only gave it 79 per cent in a recent review so it isn't that hot!

3) Sounds like a neat idea – sounds, geddit? I really am getting the hang of your Earth humour! (*Don't take James' as an example – Ed.*) What does everybody else think? Do you want a compilation tape? If you do, why not drop me a line with a list of the tracks you'd like on it?

4) I think *C2* – as it is known in the trade – is a splendid game. The only whinge I'd have is that it is too easy. (*Stop showing off! For the record, the rest of us on the* CF *crew found it a satisfyingly meaty challenge – Ed.*)

5) Well, yes I could, but have you seen him with short hair?

TMB

PUBLISH AND BE DAMNED

Dear TMB,

I've been reading *CF* since issue 17 and I think it's fabutastic. I do have a few questions to ask you though:

1) Could you please give me the address of TV's *Knightmare*?

2) Will there be a *Simpsons 2*?

3) Did *CF* sack Colin Campbell and replace him with Trenton Webb?

4) What happened to Lam Tang?

5) What is Roger Frames' address?

Sam Gatt, Cippenham.

1) Talk to Broadsword TV, who produce the program. They can be contacted through Anglia TV. You can telephone them on ☎ 0603 615151.

2) Yes, Acclaim are working on *Bart Versus The World* right now!

3) No, Colin left and Trenton was promoted to the job. Colin is now the publisher of Future's *Amiga Power*, where he works with his long-lost brother Stuart.

4) Who cares? Well, I do really, but I try to talk tough. After a brief stint on *Amiga Format*, he now lovingly crafts every page of *Amstrad Action* – he's their Art Editor, you see. Of course, his best days were on *CF*, but then he had the benefit of my vast design experience. By the way, did I ever tell you about the time...? (*YES - Ed!*).

5) Roger's address is a closely guarded secret that I'm sworn to keep. I can

Under the pretence of producing *Amiga Power* the clan Campbell is secretly reassembling in Bath ready for the battle to re-establish Scottish independence.

tell you, though, that he lives in the High Wycombe area – but there's no point trying directory enquiries the Frames family are ex-directory. If you want to write to him send the letter C/O *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

TMB

R-TYPE OF MUSIC

Dear Blob (TMB),

I have been reading *CF* since issue 12, so you'd better print this letter. Here are a few questions I'd like you to answer:

1) Was *R-Type 2* ever made for the C64?
2) Why are Mega Drive cartridges so expensive?
3) Why do you put reviews on the back of your centre-page posters?
4) How well do you get paid for this job?
5) I have also included a list of my personal top ten games themes:

1) *R-Type*
2) *Turrican*
3) *Out Run*
4) *Head the Ball*
5) *Speedball 2*
6) *Sensitive* (Dominator Bad)
7) *Turrican II*
8) *Demon Blues*
9) *Chase HQ* (Loading)
10) *Cyberdyne Warrior*

Mark Baxter, Heaton.

1) Unfortunately not. But it wasn't as good as original *R-Type*, anyway, on any of the formats on which it was released.
2) All cartridges are expensive, as the components that go into them are themselves quite costly. This partly explains the high cost of Mega Drive carts. (*You'll never get a cart for £3.99! – Roger.*) However, there is now quite a debate going on in some very high circles, such as the Monopolies and Mergers Commission, as to why the price of console software is so high.
3) This is answered easiest with a practical example. Take this issue of *CF* and turn to the centre pages (34 and 35). Now turn back to pages 32 and 33. Obviously if you were to pull out the poster you'd have to take out page 33 as well. Ideally this would be an advert as they're no loss to the magazine. (*Unless you want to buy what they're offering – Ad peep Jackie!*)

Now take a look at pages 30 and 31 and you'll see that 30 is a black and white page. The same is true of page 39. If we were to put two of the adverts on the back of the poster this would mean that you'd have to read through a whole wodge of pages without any of Ollie or Lisa's dead smart double page 'spreads'. All the *CF* team are aware of the problem, though, and we will endeavour to solve it in the coming months.
4) Think of two numbers, one small and one one large. Divide the small number by the large number and you'll have a good idea. Still it's more than Frames and Cyclopedia get put together.

The face that launched a thousand film tie-ins. Well, they say looks aren't everything.

5) Now that's what I call a fast response. (See the answer to question three of the letter 'Splinter Group' on page 39.)

TMB

PASS THE POST

Dear TMB,

How about a regular column for pen-pals as I'm keen to find one? I'm sure other C64 maniacs would like to swap tips and programming ideas. Some may even have time for other hobbies when they manage to prise their hands off the joystick.

Christopher Heppinstall, Didcot.

Why do you want to contact maniacs? Nice well-mannered people are far more likely to reply and less likely to come round your house with an axe and ice hockey mask! As regards a *CF* pen-pals service I'm going to wendy out and put this one to a popular vote. But you may find the next letter interesting.

TMB

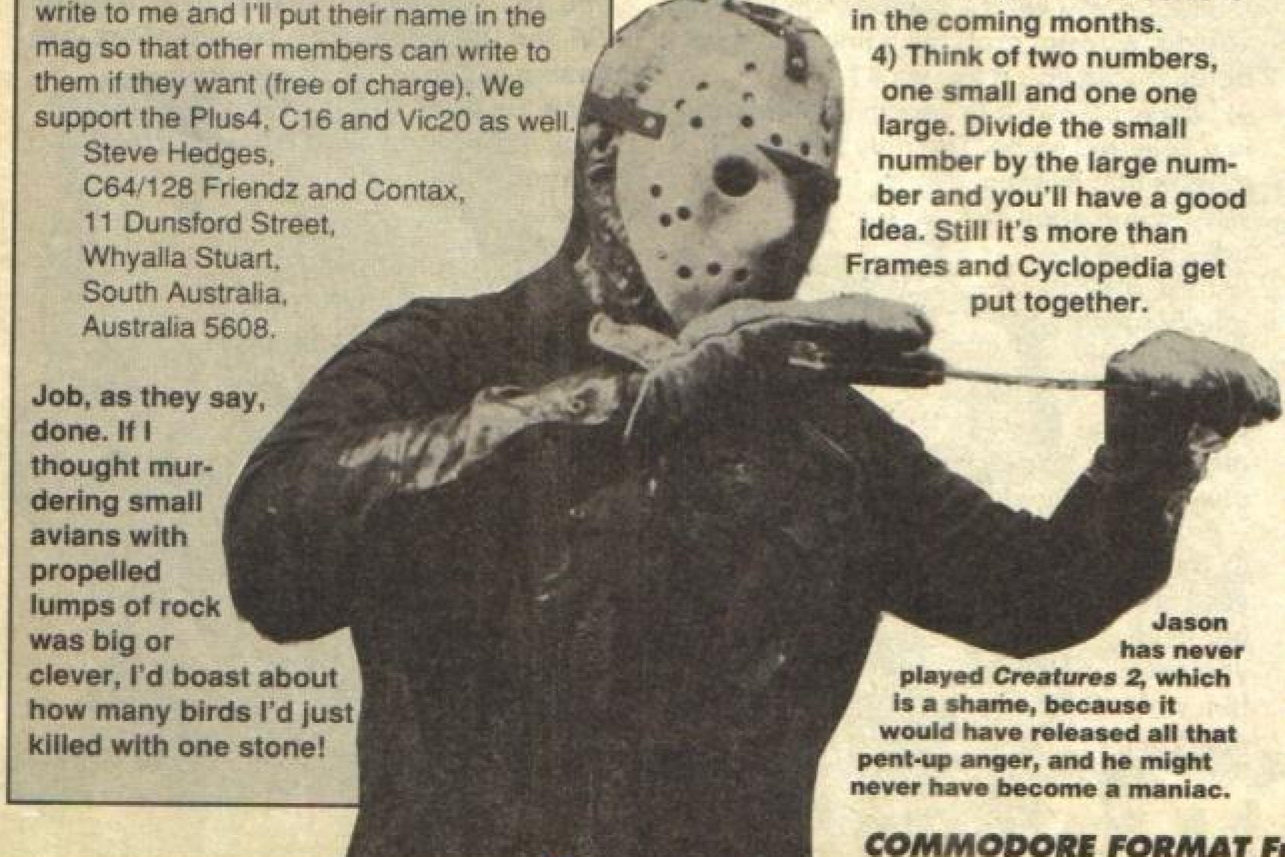
MORE LETTERZ!

Dear TMB,

I am president of a club called C64/128 Friendz and Contax. We are a worldwide club for all Commodore users. We are desperately trying to get new members from overseas. We have a magazine every two months crammed full of interesting things for members. Overseas people don't have to join, they can just write to me and I'll put their name in the mag so that other members can write to them if they want (free of charge). We support the Plus4, C16 and Vic20 as well.

Steve Hedges,
C64/128 Friendz and Contax,
11 Dunsford Street,
Whyalla Stuart,
South Australia,
Australia 5608.

Job, as they say, done. If I thought murdering small avians with propelled lumps of rock was big or clever, I'd boast about how many birds I'd just killed with one stone!



Jason has never played *Creatures 2*, which is a shame, because it would have released all that pent-up anger, and he might never have become a maniac.

LICENCE TO THRILL!

Dear Sir/Madame (*? – TMB*),

Is there any chance you could answer these questions and possibly send me some more information on them? I need the information urgently!

1) How do arcade games get converted to a home computer version?
2) Why are consoles so popular?
3) How have graphics and playability improved over the past five years?
4) Why and how do film and TV tie-ins help the sales of the game?
5) Why do so many main characters have sequel games written for them?

Richard Wheeler, Sheffield.

Firstly let me apologise for not being able to write back to you in person, but putting *CF* together every month means that each member of the team (except that lightweight Frames) is already working at full tilt. We would love to be able to answer each letter personally, but if we did there would only be one *CF* every year!
1) Software publishers are always looking at the coin-op scene, watching to see which games are a 'hit' with the arcade-playing public. Once they spot a winner, the publisher will then approach the coin-op manufacturer and ask to purchase the rights to produce a licensed version of that game on a range of computer formats.

Once this licence is secured, the publishers then find a development team (programmers/artists/musicians, etc) who can create the game on the desired formats. Sometimes the arcade manufacturers will help out by supplying graphics, maps and gameplay info while in other instances the programmers just have to play the arcade version and then recreate what they see.
2) I must admit, at the moment consoles are very popular. This is good because at last computer games are being recognised as a legitimate pastime. Yet the reason for their popularity is, I feel, a general 'techno-phobia' amongst the population as a whole. Most folk, you see, are still intimidated by computers and so consoles let them play games without having to cope with 'all those numbers and programming'! I believe that in a few years' time, when everybody has seen and enjoyed the games that computer technology offers, people will want to harness the computer's power for their own needs, word processing, art, programming, etc, and the console's popularity could wane.
3) Graphics have improved immensely over the last five years. There are a multitude of reasons for this but the most

SHORTIES...

- Are there any plans for a Luton Town Football game?
Gavin Wright, St Neots.
No. When will they start playing football at Luton?
TMB

- Loyd Grossman. WHY?
Bruce Reaper, Portsmouth.
Divine retribution?
TMB

- What's Datel's address?
Marc Sheermoh Amed, Breda, Holland.
Datel Electronics, Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS.
TMB

- What's the address of the Gamesmaster Club?
J Malik, Newbury.
Gamesmaster Club, PO Box 91, London E14 9GT.
TMB

- What will *Lemmings* be like on the C64?
George D, Plymouth.
Small and furry, and their little claws won't be able to grip on the smooth plastic!
TMB

important of these is competition. Graphic artists are professionals who pride themselves on getting better effects from the C64 than any rival. So when a game is released and it wows us all with stunning pics other artists will examine the techniques used. They'll then add these tricks to their own repertoire or evolve an even better effect.

As for gameplay, it hasn't got any better or worse. Well-written games are timeless and a 1985 classic can still hold its own against a 1992 Corker.

4) Film tie-ins are seen as having two major benefits. Firstly, they allow you to be a part of the movie, so you can re-live those fave moments with your good self in the starring role. The secondary benefit is that the game has an instantly recognisable name. For example, every time movie makers Carolco slapped a billboard ad up for *Terminator 2*, they were promoting not only the film but the game for Ocean (which ain't a bad deal in anyone's books). In which case, if someone goes into a shop to buy a game and they have a choice of *Splodge Intruders* or *Terminator 2* they are more likely to buy the one which bears a name they are familiar with.

5) Successful original characters are like licences the publishers don't have to pay for. Once a character has appeared a couple of times, gamesplayers will get to know what kind of game any title featuring that character will be, how good the last one was and whether they liked it. So it makes good business sense to make 'stars' out of successful original characters.

TMB

YES, NEIL, SPECTRUM GRAPHICS *ARE* SUPERBLY DETAILED*

Dear (don't worry, it's a figure of speech) TMB,
1) How about giving us some Inside Info on the Powerpack?
2) Are C64GS game cartridges the same as C64 ones? Are they interchangeable?
3) My mate has got a Mega Drive with *Sonic the Hedgehog* and I have completed it. Do I have superior game-playing powers?
4) I think that *Rainbow Islands* is an ace game but I can't find it in any shops!! What should I do?
Stephen Sharples, Chorley.

1) It's a neat idea. But, like POKES, Inside Info listings suffer from one Powerpack problem; SHIFT/RUN STOP executes the program after loading, and that isn't always suitable for the program.
2) Indeed, they most certainly are. The C64GS was the console version of the C64 – identical in most respects, except that it had no keyboard.
3) No, it doesn't mean you have superior game-playing skills. It PROVES you have superior game-playing skills!
4) *Rainbow Islands* is available from Hit Squad (☎ 061 832 6633) for £3.99.

TMB

DIM CITY

Dear Putty Features,
As you're all-seeing and all-knowing perhaps you can answer a few questions, as the humans I asked were stumped.
1) I recently bought a C64 version of *Sim City* only to find it was nothing like the Nintendo version which had climate changes, stadiums, fairs, etc. My version is very limited in comparison. My instruction manual has version 1.0 written on it. Is there another version or extension for the C64?
2) Can I still get the expansion tape for Bladesoft's brilliant *Laser Squad*?
3) Why doesn't someone make a game of *Red Dwarf*?
Dannii Minogue's Fishnets, Maldon.

1) *Sim City* is one of the most successful computer games ever written, seemingly appearing on formats even before they are invented! Since its original release on the Amiga and ST years ago it has been converted to everything from the Amstrad CPC to the Commodore CDTV! Each time it's converted, it's improved and tweaked a little – although the essence of the game remains the same. The SNES version you saw is one the most recent and so has a few more features than the C64 version.
2) Try giving Bladesoft's distributor, the Software Business, a bell on 0480 496497.
3) The rumours are that *Red Dwarf*'s producers are currently looking at a number of games, so that they can decide which style best captures the spirit of the program.

TMB

ON FORMAT

Dear TMB
I've decided to ask you some questions that have been bothering me:
1) Is it possible to get MicroProse's *Gunship* on cartridge? If so where from?
2) Is there any chance of getting a full solution

"Hello, hello. Is that *Commodore Format*? Although it is not in my programming, I want to complain. You keep priniting gratuitous pictures of *Red Dwarf* and now I have to go around disguised in this ridiculous coat because TMB sends copies of *CF* to his relations all over the universe and we keep getting mobbed by fans."

*** Actually, this is a complete load of dingo's kidneys and I've got my tongue so firmly in my cheek I'll need a crow bar to get it out.**

EINSTEIN A GO GO

Dear Mighty Brain,

I hope these questions will send ripples of cerebral electricity through your grey matter:

1) Why did you give *WWF* a corker-winning 91 per cent? It's flaming rubbish?

2) Which is better, *Elvira* or *Elvira II*?

3) Will *Jaguar XJ220* be coming out on the C64 in the near future?

4) Do you understand the complexities of Einstein's Theory of Relativity?

5) Why do you always have a go at Dannii Minogue? She is miles lovelier than Elvira.

6) Why don't you print a large colour photo of Dannii Minogue just for me, pretty please?

If you don't print these questions I might consider selling my C64 and buying a small conifer tree instead.

Harold Quiltcover, Yomtin upon Plegin.

1) I cannot tell a lie – it was him! Him in this case being Mark 'Rammers' Ramshaw, editor of our (little) sister mag *Amiga Power*. He really liked it, and normally he's pretty trustworthy!

2) *Elvira 2*, simply because as a sequel it took many features of the first game and improved them. The actual adventure plot is also better – in my humble opinion!

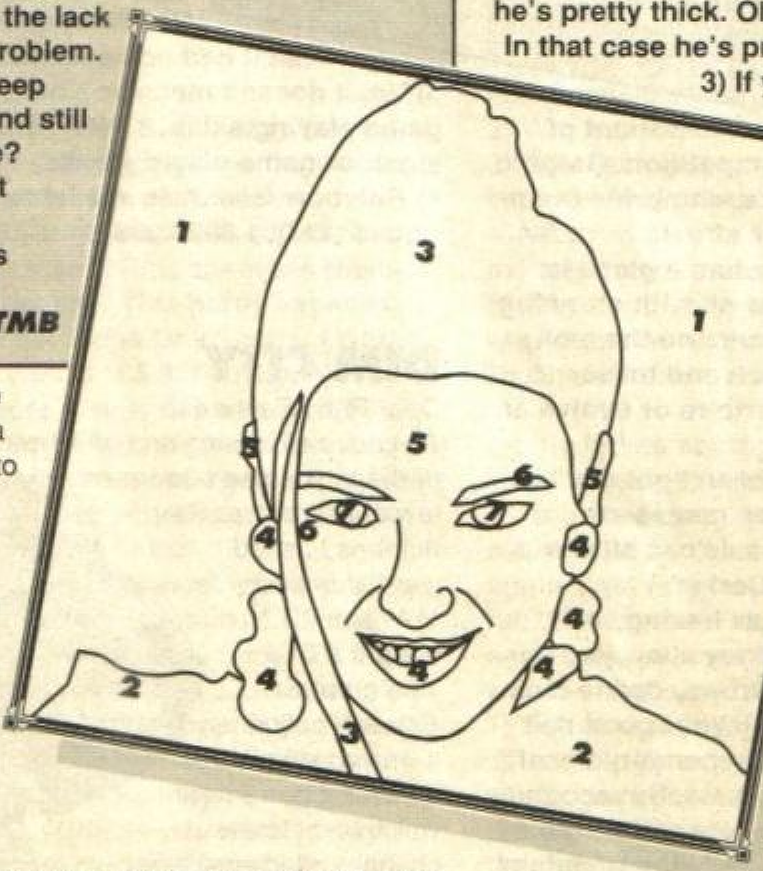
3) No. But Trenton tested it on the Amiga and he didn't think it was anywhere near as good as Gremlin's *Lotus* anyway.

4) Of course. Do you? Good work on the whole but I found Einstein's later ideas on the 'hidden variable' behind wave mechanics remarkably short-sighted.

5) Well, it's a matter of opinion...

6) Oh, okay. Look to the right and you'll find one. Unfortunately, these are mono pages, but we think we've come up with a rather cunning solution to the lack of colour problem. (Why not keep your C64 and still get the tree? Your planet needs all the trees it can get!)

TMB



Colour-By-Numbers Dannii :
1 Whatever you like.
2 Something really girly.
3 Boot polish.
4 Yellow.
5 Sunbed tan.
6 Purple.
7 Depends on which lenses she's wearing.

to *The Great Escape* in a future issue?

3) Why did you call the magazine *Commodore Format*?

4) How about enlarging the size of your Gamebusters section?

5) Is there any chance of getting issues 1 and 5 as I missed them?

Shaun Parrish, Bristol.

1) Unfortunately no, which is shame as it would be ideal for that format. It is now available on budget, though, from Kixx (☎ 021 625 3388) for £3.99.

2) Roberts, did you hear that? We've had tons of letters asking for this particular solution so are you going to get cracking or do I have to get heavy?

3) Different computer systems are known as formats, and as we dedicate this mag to the Commodore 64 it seemed like a good name. The Format 'suffix' is also a tried and trusted Future Publishing winner; we share it with *Amiga Format*, *PC Format* and *ST Format*, all of which are unquestioned market leaders – just like *CF*!

4) It'll have to stay roughly the same size, but we'll try and supplement it with occasional specials too.

5) 'Fraid not, they're all sold out. Occasionally we find some more (like the ones we stumbled on under Roger's bed a while back) and if we do, we'll let you know on the Mail Order pages.

TMB

AD HOC

Dear TMB,

I've thought of a way of reducing the price of computer games. Instead of displaying a picture of what happens in the game while it's loading, the computer tells you to drink Coke or go and watch *Batman Returns* and shows a nice little picture of some Coke or Batman. This new concept is called advertising and there's plenty of time while you're waiting for a tape game to load. (And let's face facts, the Commodore disk drive isn't all that fast either, is it?)

Rob Green, Spondon.

That's a smart idea. It's practical and would be cost effective. The only reason I can imagine that Softies have steered clear of it is their rather bad sponsorship deals on games like US Gold's *Pepsi Challenge*.

TMB

VEGETABLE SOUP

Dear TMB,

1) Is there any chance of you sticking a football game on the Powerpack, please?

2) Is Andy Roberts thick?

3) On the Scanner a few months ago you had a game called *Match of the Day*. Any good?

4) The *Arnie* demo was brilliant, and so was the game. It deserved 93 per cent not 83 per cent!

5) Is Lisa Nicholls a millionaire?

6) Where can I buy *Advanced Soccer Sim*? It's brill on my brother's Spectrum!

7) In the *CF*21 review of *The Bod Squad* James 'Vegetable' Leach made a very nasty comment about you. Are you going to be taking any action in retaliation?

Gary P Hutchinson, Somewhere.

The Dark Knight Returns, thanks to his British Rail Weekend Break train ticket.

1) We had a *Match of the Day* demo with issue 24, but we'll try our darnedest to get a full game on the 'Pack soon.

2) Well he's thicker than Trenton, but not as thick as James. To be specific he's about six-foot and one inch and pretty chunkified. So yes in measurement terms he's pretty thick. Oh, you mean intelligent! In that case he's pretty smart.

3) If you check out the review in *CF*25, you'll see it scored 70 per cent. It's good but a bit pricey.

4) Yeah, but it gets ridiculously tough, there's little gameplay development and there's no multi-player option.

5) Do Commodore make computers? Which is a grudging way of saying, yes Lisa *is* a millionairess, many times over.

6) Give the CodeMasters a buzz on ☎ 0926 814132 and they may be able to tell you how to get hold of a copy. But how do you know it's any good? Surely 'good' and 'Spectrums' are not words that you usually associate with each other!

8) Softly softly, catchy monkey, as a very mad person once said. I have been planning my revenge for some time now. My plots should come to fruition next month! He'll get his desserts then!

TMB

THE END

Want to know who, what, where, why and when? Then drop The Mighty Brain a line at *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Every month he tracks down the liveliest letters and prints them in the greatest letters page this side of everywhere. Please don't send and SAEs though as TMB can't reply in person. Oh, and before I go – Kevin Lewis of Scunthorpe, it's a prehistoric flightless bird!

Price Buster

READ THIS!

Fast 7 day delivery*

AMAZING OFFER: Select two or more budget games and receive FREE one budget game of OUR choice

64 Sellers

Full Price	Cass	Disk
ADDAMS FAMILY	£7.99	12.99
Chart Attack	£10.50	£13.99
DIZZY CARTOONS	£7.50	N/A
DIZZY COLLECTION	£7.50	N/A
DIZZY'S EXCELLENT ADVENTURES	£7.50	N/A
Double Dragon 3	£8.99	N/A
Fun School 3 Range (State age)	£9.99	12.99
Fun School 4 Range (State age)	£9.99	12.99
HOOK	£8.99	£11.99
LINEKER COLLECTION	£7.50	
MATCH OF THE DAY	£7.99	N/A
Mega Hot (8 games)	£4.50	N/A
Ninja Collection	£7.50	N/A
Power Up	£11.99	N/A
Rodland	£9.99	N/A
Robin Smith's Int. Cricket	£5.99	N/A
SHOE PEOPLE	£7.99	N/A
Soccer 6	£7.50	N/A
SPACE CRUSADE	£7.50	£11.50
The Hits 2	£12.99	N/A
Shoot Em Up Construction Kit	£4.99	£5.99
Too Hot To Handle	£12.99	N/A
Ultimate Golf	£4.95	N/A
WWF Wrestlemania	£8.99	£10.50
LETHAL WEAPON	£8.99	£11.99

BUDGET	
3D Pool	£3.99
3D Stock Cars 2	£3.99
Airborne Ranger	£3.99
American Tag Team Wrestling	NEW £3.99
Arnie	NEW £3.99
Atlantis 4 Pack	£3.99
Bad Lands	NEW £3.99
Batman the Movie	£3.99
Biff	£3.99
Big Nose's American Adventure	£3.99
Black Hornet	£3.99
Blue Baron	£3.99
Bod Squad	NEW £3.99
Bubble Bobble	£3.99
Bubble Dizzy	£3.99
CJ in the USA	£3.99
California Games	£3.99
Castlemaster	NEW £3.99
Championship Golf	£3.99
Championship Wrestling	NEW £3.99
Championship 3D Snooker	NEW £3.99
Combat Pack	£3.99
Crackdown	NEW £3.99
Creatures	NEW £3.99
Cyberball	NEW £3.99
Devastating Blow	£3.99
Dizzy Down The Rapids	NEW £3.99
Dizzy Panic	£3.99
Dizzy Prince of Yolk Folk	NEW £3.99
DJ's Volcanic Capers	NEW £3.99
Doc Croc's Excellent Adventures	NEW £3.99
Double Dragon II	£3.99
Dragons of Flame	£3.99
Dragon Spirit	£3.99
Escape from Planet of the Robot Monsters	£3.99
F-16 Combat Pilot	£3.99
Fantasy World Dizzy	£3.99
First Past The Post	£3.99
Flimbo's Quest	NEW £3.99
Footballer of the Year 2	£3.99
Frankenstein	NEW £3.99
Fun School 2 Range (state age)	NEW £3.99
Ghouls & Ghosts	£3.99
Go For Gold	NEW £3.99
Golden Axe	£3.99
Graeme Souness Soccer	£3.99
Graeme Souness International Soccer	NEW £3.99
Gunship	£3.99
Heroes of the Lance	£3.99
Indiana Jones & the Last Crusade	£3.99
International Basketball	NEW £3.99
International Football	£3.99
International Ice Hockey	£3.99
International Manager	£3.99
Italy 1990	£3.99
Jack Nicklaus Golf	NEW £3.99
Jimmy's Soccer Manager	£3.99
Klax	NEW £3.99
Last Ninja 2	£3.99
Lotus Esprit Turbo Challenge	NEW £3.99
Manchester United	£3.99
Magicland Dizzy	£3.99
Micropose Soccer	£3.99
Midnight Resistance	£3.99
Moonwalker	£3.99
Monty Python	£3.99
Multimix 1	£4.99
Multimix 2	£4.99
Multimix 3	£4.99
Multimix 4	£4.99
Multimix 5	NEW £4.99
Murray Mouse Supercop	£3.99
Myth	£3.99
Narc	NEW £3.99
Navy Moves	£3.99
Night Breed	NEW £3.99
Neighbours	NEW £3.99
Operation Thunderbolt	£3.99
Pictionary	NEW £3.99
Pro Tennis Tour	£3.99
Puffy's Saga	£3.99
Puzznic	£3.99
Quattro Coin Ops	£3.99
Quattro Adventure	£3.99
Quattro Arcade	£3.99
Quattro Cartoon	£3.99
Quattro Combat	£3.99
Quattro Firepower	£3.99
Quattro Fantastic	£3.99
Quattro Fighters	£3.99
Quattro Megastars	NEW £3.99
Quattro Power	£3.99
Quattro Racers	£3.99
Quattro Sports	£3.99
Quattro Superhits	£3.99
Quattro Skills	£3.99
Robocop	£3.99
Shadow Warriors	£3.99
Silent Service	£3.99
Skate Wars	£3.99
Sly Spy	£3.99
Slicks	NEW £3.99
Snooker Management	£3.99
Soccer Double 2	£3.99
Soccer Double 3	£3.99
Soccer Pinball	£3.99
Soccer Rivals	£3.99
Solo Flight	NEW £3.99
Spellbound Dizzy	NEW £3.99
Spy Who Loved Me	£3.99
ST Dragon	£3.99
Steg	NEW £3.99
Stun Runner	NEW £3.99
Strider	£3.99
Stuntman Seymour	NEW £3.99
Strider 2	NEW £3.99
Striker in the Crypt	£3.99
Stunt Car Racer	£3.99
Summer Camp	£3.99
Super Monaco GP	NEW £3.99
Super Off Road	£3.99
Super Seymour	£3.99
Seymour Goes To Hollywood	£3.99
Switchblade	£3.99
The Match	£3.99
The National	£3.99
Test Master	NEW £3.99
Test Drive 2	NEW £3.99
Top Gun	£3.99
Total Recall	NEW £3.99
Treasure Island Dizzy	£3.99
Treble Champions	£3.99
Trevor Brookings World Cup Glory	NEW £3.99
Turbo Outrun	£3.99
Turbo The Tortoise	NEW £3.99
Turrican	£3.99
Turrican II	£3.99
Tusker	£3.99
Vendetta	£3.99
Viz	NEW £4.99
Wembley Greyhounds	£3.99
Wild West Seymour	NEW £3.99
World Cricket	£3.99
World Rugby	NEW £3.99

CALL US ON 24 HOUR CREDIT CARD HOTLINE

021 440 4108

Please state name, card number, expiry date & goods required

****

November Budget Releases - order now to reserve your copy

The Simpsons	£3.99
Terminator 2	£3.99
Trivial Pursuit	£3.99
Swiv	£3.99
Pirates	£3.99
Streetfighter	£3.99
Arnie II	£3.99
International Tennis	£3.99

****

★ SUPER ALL STARS ★

Steg, CJ in the USA, Captain Dynamo, Magicland Dizzy, Turbo the Tortoise.
Cass: £9.99

****

STOP PRESS

November Releases: Place your orders early - reserve your copy NOW !!!
Crystal Kingdom Dizzy **Cass £7.99**
SUPER SPORTS CHALLENGE - First Division Manager, Cue Boy, International Speedway, Wrestling, Slicks
Cass £9.99
SUPERSTAR SEYMOUR
Cass £9.99
4 x 4 - 16 Quattro Titles
Cass: only £11.99
Cool World - **Cass £8.99 Disk - £11.99**
WWF II - **Cass £8.99 Disk - £11.99**
MC Kids - **Cass £9.99 Disk - £11.99**

****

*Subject to availability

ORDER FORM AND INFORMATION. All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: PRICEBUSTER Unit 23, 14/20 George Street, Birmingham B12 9RG

BLOCK CAPITALS

Name: ....

Address: ....

....

....

Postcode: .... **Tel. No:** ....

Name of game	Computer	Value
	Postage	
	Total	

POSTAGE RATES: Please add 50p p&p on all orders. EEC countries add £1.00 per item. Non EEC countries add £2.50 per item. Cheques payable to: Price Buster (Sterling only)

SPARES & REPAIRS

C64 /1541 II Pack	£178.99
1541 II Disk Drive	£129.99
MPS1230 Printer	£164.99
C64 Cassette Unit	£21.95
C64 Power Unit	£22.95
Tape Alignment Kit	£9.50
Mini Office II Disk	£19.99
C64 Reset Switch	£6.99
C64 Light Gun	£19.99
C64c Dust Cover	£5.99
1541 Serial Lead	£5.99
TV Lead	£3.50
IC 6581 SID	£15.95
IC 6526 CIA	£12.50

All prices include VAT and P & P.

Send an SAE for full price list.

C64	£25 inc
C+4, C16	£30 inc
1541 DD	£40 inc
C128	£45 inc

Send machine only ■ Normally 48h turnaround ■ 3 month warranty ■ Ordersby cheque or PO only.

Dept 2A
14 Ridgeway Rd
Salisbury
Wiltshire
SP1 3BU
Tel: (0722) 335061

OASIS COMPUTER SERVICES

★ ClubLIGHT ★

THE NEW CLUB FOR C64/128 OWNERS

On a monthly chock-full double-sided disk

Yes! I want to join ClubLIGHT. I enclose £2.20 single/£23.40 yearly - Please make payable to DataSphere Publications.

NAME BLOCK CAPS ____________________________

ADDRESS ____________________________

____

____

P.CODE ____________________________

**Send your order to: DATASPHERE PUBLICATIONS (CL3/F)
7 FALLOWFIELD CLOSE, VALLEY DRIVE, NORWICH NR1 4NW**

$1000
USE YOUR
VOICE
TO
OUTDRAW
THE
GUNFIGHTER
WIN BIG
CASH PRIZES
DEAD
OR
ALIVE
0891
313584
TERMINATION
Win
A
Mega
Drive
0891
313589
TREASURE
ISLAND
CASH
PRIZES
USE YOUR
VOICE TO
LOCATE THE
TREASURE
0891
313586

If you are under 18 years of age please obtain permission of whoever pays the phone bill. Max cost of call £2.70 Cheap £3.60 All Other Times. INFODIAL PO Box 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times.

Commodore 64 Power Supplies	£19.99
Commodore 64 Compatible Data Recorders	£22.99
Commodore Tape Head Alignment kit	£9.99
Data Cassette Head Demagnetizer	£9.99
Commodore 64 Light Guns and games	£29.99
Commodore 64 Handbooks	£6.99
Commodore 64C Modulators	£19.99
Commodore R.F. Leads	£3.99

Prices include VAT, postage and packing.

All orders sent by return: Cheque/Visa/Access

Trade-in-Post, Victoria Road,
Shifnal, Shropshire TF11 8AF
Tel/Fax *(0952) 462135*

INSIDE INFO

You think you've got problems? Hah! Spare a thought for Jason Finch – he gets more problems a month than Clare Raynor, Kwik-Fit and a whole series of* The Crystal Maze *put together. What's more, they're your problems! If you're having programming difficulties or techie troubles, write to Inside Info,* Commodore Format, *30 Monmouth Street, Bath, Avon BA1 2BW.

SPLIT SPRITES

Dear Inside Info,

If I had a split screen, is it possible to have a sprite in the MSB (Most Significant Byte) in one half of the screen, whilst in the other half the same sprite is not in the MSB? If it is possible, how do I do it?

Robert Hawksworth, Doncaster.

I presume you are repositioning the sprites each time the raster line latches on to the new interrupt – well, change the MSB register at location 53264 as well, at the same time. It's as simple as that.

3.5-INCH SOFTWARE

Dear Inside Info,

I recently purchased a disk drive for my daughter's 64. The problem I have is that it is a 3.5-inch drive made by TIB plc. My question is: are Commodore or any of the software manufacturers making, or even thinking of producing, software for this particular disk drive?

Kenneth McLernon, Weymouth.

That's the question that is on everyone's lips at the moment. (*Apart from the woman in the newsagent next to our offices and Dave's Mum, that is – Ed.*) But as far as I'm aware, none of the software houses seem to be bowled over by this particular drive, and when it comes to the crunch, software manufacturers are out to make money, not to please the public with the medium on which that software is stored. So if not as many of these drives have been sold as was originally hoped, the software companies aren't likely to bother releasing games that are compatible with it. Maybe something will come along in the future, but I can't really see it happening myself.

I NEED INPUT?

Dear Inside Info,

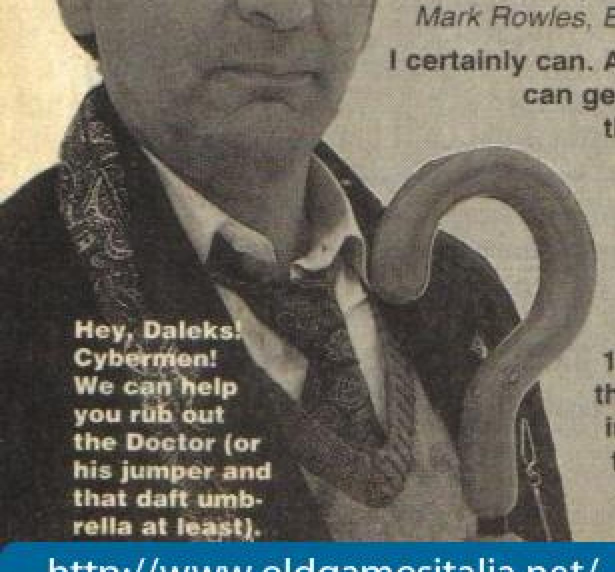
'Enter your name' is not a question, is it? So why do I have to put up with a question mark all the time when using the INPUT command? Could you tell me a reliable way of getting rid of the question mark please?

Mark Rowles, Essex.

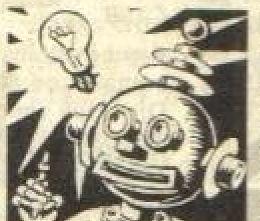
I certainly can. Actually, there are quite a few ways that you can get rid of the infamous question mark. One of them, which I must confess isn't the simplest, is to do the following:

```
10 PRINT "ENTER YOUR NAME";
20 OPEN 1,0:INPUT#1,A$:CLOSE 1:PRINT
```

By doing your input that way, you'll just get a flashing cursor. Make sure you put a semi-colon after the PRINT statement in line 10. The advantage of using this method is that if you want another question positioned immediately after what the user types to the first input, you just dump the PRINT statement in line 20 and the computer will see to it for you.



Hey, Daleks! Cybermen! We can help you rub out the Doctor (or his jumper and that daft umbrella at least).



ROUTINE RESTORE

Dear Inside Info,

There was a request in *CF*24's Inside Info for a routine that would enable a RESTORE to be given that would point to any particular line. Well, I found this routine lying around and I think it's the accepted way of doing what you want.

Simon Thomas, Oxford.

It's amazing what people leave lying around these days, isn't it? Your letter was just one of many that we received and they were all pretty much along the same lines. To use the routine you should enter `SYS49152(1000)` or something similar. The number in the brackets is the line number for the RESTORE and should be changed to whatever line you want the routine to point to. So, for those of you waiting impatiently since issue 24, here is that routine:

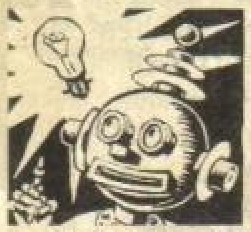
```
0 REM VARIABLE RESTORE BY S.THOMAS
1 FOR X=49152 TO 49175:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>2777 THEN PRINT "DATA ERROR":END
3 DATA 032,138,173,032,247,183,132,095
4 DATA 133,096,032,019,166,164,095,208
5 DATA 001,202,136,132,065,134,066,096
```

DOUBLING UP

Dear Inside Info,
Is it possible to enlarge the ROM characters without a long program?
Dean Fennell, Co Dublin.

It sure is. As an example, the program below will double the height of all the standard ROM characters and then switch over to the new character set. You cannot use any of the reversed images of characters, as they are used to provide the bottom portion of the enlarged characters. For example, when you have run the program, clear the screen and type HELLO, then move the cursor down to the next line and hold down the CTRL key whilst you tap 9 which will put the computer in 'reverse' mode. Now type HELLO again. You won't actually be able to see where the cursor is because of the way things work, so just guess!

```
1 POKE 56334.0:POKE 1,51
2 FOR X=0 TO 127
3 FOR Y=0 TO 7
4 FOR Z=0 TO 1
5 A=X*8
6 B=Y AND 3
7 C=Y AND 4
8 POKE 12288+A+(B*2)+(C*256)+Z,PEEK
  (53248+A+Y)
9 NEXT Z,Y,X
10 POKE 1,55:POKE 56334,1
11 POKE 53272,28
```



SCREEN EFFECTS

Dear Inside Info,
May I start off by saying that I think the information your section supplies to users, whatever their technical level, proves invaluable? (*Sure you can – Jason.*) I have attached a listing of a program that generates scrolling colours in the top five lines of the screen which can be used to highlight a title, or similar.
Mr P Smallwood, Cornwall.

Thanks very much for the routine, which I have reproduced for the benefit of the world below. As a matter of interest, the colours used by the program can be changed by altering the numbers in lines 12 to 17 inclusive and by then rerunning the program.

```
0 REM COLOUR SCROLL BY P SMALLWOOD
1 FOR X=49152 TO 49291:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>11985 THEN PRINT "DATA
  ERROR":END
3 SYS 49152
10 DATA 160,000,185,016,192,153,167,002
11 DATA 200,192,048,208,245,076,065,192
12 DATA 010,010,010,010,010,010,002,002
13 DATA 002,002,002,002,004,004,004,004
14 DATA 004,004,008,008,008,008,008,008
15 DATA 010,010,010,010,010,010,002,002
16 DATA 002,002,002,002,004,004,004,004
17 DATA 004,004,008,008,008,008,008,008
18 DATA 001,120,169,078,141,020,003,169
19 DATA 192,141,021,003,088,096,238,064
20 DATA 192,173,064,192,201,002,208,049
21 DATA 173,167,002,141,207,002,160,000
22 DATA 185,168,002,153,167,002,200,192
23 DATA 040,208,245,160,000,185,167,002
24 DATA 153,000,216,153,040,216,153,080
25 DATA 216,153,120,216,153,160,216,200
26 DATA 192,040,208,233,169,000,141,064
27 DATA 192,076,049,234
```

HEX VEX

Dear Inside Info,
How do you enter data for sprites in hexadecimal? Do you need to use a special POKE or something?
John Grindall, Leicester.

Nope, you just need to convert the hexadecimal value into a form that the computer can actually understand before you do the POKE. Here's an example program which won't actually do much but it shows how to incorporate the line that converts the hexadecimal to the form you need – it's the long line that converts the data given in Y$ into a value in the variable Y. Don't put any spaces in line two as it won't fit if you do. You can add more data lines, of course, and you'll need to change the numbers in line one.

```
0 REM HEX EXAMPLE BY J.FINCH
1 FOR X=49152 TO 49157:READ Y$
2 Y=0:IFY$>""THENFORI=1TOLEN(Y$):A=ASC
(MID$(Y$,I,1))-48:Y=Y*16+A+(A>9)*7:NEXT
3 C=C+Y:POKE X,Y:NEXT
4 IF C<>411 THEN PRINT "DATA ERROR":END
10 DATA A9,01.8D,00,04,60
```

WHAT'S THIS THEN?

Dear Inside Info,
I have in my possession a disk called *Commodore Disk User: Volume 4, Number 3* which has software on it to the value of £50. Can you tell me anything about it such as was it given away with a magazine? How many were issued? Is the disk still in production? And does *CF* have copies of any of the others? Why can't *CF* produce utilities as well as games but on disk instead? There is a severe lack of good utilities for disk users!!

One other thing; you always print the phone number of Commodore UK but could you tell me the address?
Derek Winder, Darwen.

LOWER, LOWER!

Dear Inside Info,
How do you print lower case letters on the screen and printer?
Simon Adlem, England.

To print lower case characters on the screen, you have to enter `PRINT CHR$(14)` and then `PRINT CHR$(142)` to get back to normal. There are variations on this theme, but those two are the most common. To set your printer up for lower case characters, do `OPEN 1,4,7` instead of the usual `OPEN 1,4`.

Hex problems? Don't take chances, take advice... The Scarlet Witch didn't and lived (just about) to regret it.

Let's deal with things in reverse order, shall we? (*What is this? Miss World? – Ed.*) First of all, the address of Commodore Business Machines (UK) Ltd – to give them their full title – is The Switchback, Gardener Road, Maidenhead, Berkshire SL6 7XA. And for anyone that has missed it in the past, the telephone number is ☎ 0628 770088.

As for the disk query, I'll hand over to Trent for a paragraph or two:

"Well, in addition to the tape-based Powerpacks, we do offer a tape-to-disk facility. Obviously, this gives you the format but not the programs you want. Over the next few months we should be expanding our Powerpacks to include more utilities software (both commercial and PD). To do this effectively, though, we need to know exactly what you want! This way we can ensure that you get the kind of utility you need to make your disk system run like a dream. So write in and let us know what you want!

"That will take us a month or two to get organised, so in the meantime why not

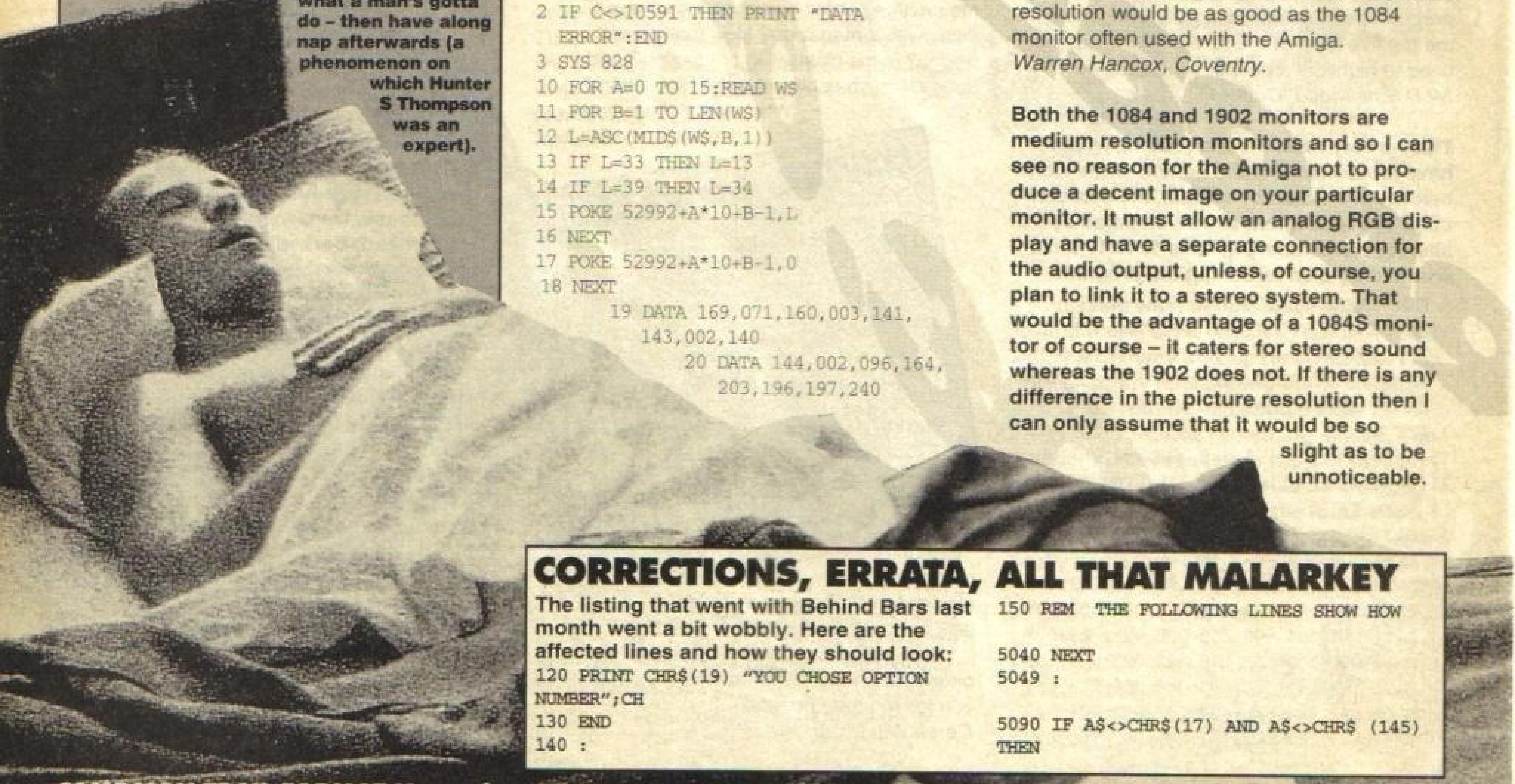
CRASH OUT

Dear Inside Info,
Recently I have bought the Action Replay Mark VI cartridge but when I write machine code programs with the monitor and then run them I get mysteriously transported to the freeze menu. Please can you tell me how to run machine code programs successfully because I want to learn how to do really good machine code programs? I know it's not just a case of writing my programs at a different address because I tried that.
Tom Poyntz-Wright, Taunton.

It may have helped a bit if you had enclosed a sample of what you're doing which the computer doesn't like. The reason the computer automatically puts you at the freeze menu is because it, in simple terms, is getting confused about what it should be doing. This could be due to all manner of things. To start with, when experimenting, write code at $C000 and always include an RTS instruction at the end. Here's an example machine language program that you can enter in the monitor. Type exactly what I've given below:

```
    AC000
    LDA #$01
    STA $0400
    RTS
```

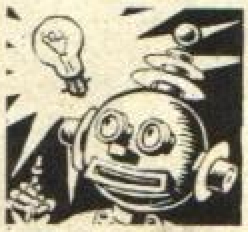
To execute this piece of machine language you should then simply type `GC000` at the full stop prompt in the monitor. Alternatively leave the monitor by entering `x` and then from Basic type `SYS49152`. It should have the same effect and the computer shouldn't leave you wondering why it has presented you with the AR freeze menu.



A man's gotta do what a man's gotta do – then have along nap afterwards (a phenomenon on which Hunter S Thompson was an expert).

try one of the disk-mag clubs? These are people just like yourself who have a disk drive and want to get the maximum from it. Club Light, is a pretty good example, and more details concerning what it can offer the discerning disk driver can be obtained by sending a large SAE to Club Light, 7 Fallowfield Close, Valley Drive, Norwich, NR1 4NW."

Meanwhile the disk you enquire about is of one of a number that came attached to the cover of a magazine called – wait for it – *Commodore Disk User*. It was last published in October 1991 and gave just under 40 disks. And no, we at *CF* don't have access to them (It was published by some rival or other).



FUNCTION FROLICS

Dear Inside Info,
Here's a handy program which allows you to change the function keys to any command you want – as long as it's a short command. It can make up to 16 different definitions which can be obtained by pressing the function keys on their own or with SHIFT or CTRL. It helps in lots of ways and is very useful.
Greg White, Exeter.

Right then, just a few words before the listing. You can change the DATA lines at the end to allow for your own commands. Use apostrophes (SHIFT and 7) instead of quotes (SHIFT and 2) where needed. And remember that if you want it to 'return' at the end of the command, use an exclamation mark (SHIFT and 1).

```
0 REM FUNCTION KEYS BY GREG WHITE
1 FOR X=828 TO 914:READ Y:C=C+Y:POKE
  X,Y:NEXT
2 IF C<>10591 THEN PRINT "DATA
  ERROR":END
3 SYS 828
10 FOR A=0 TO 15:READ W$
11 FOR B=1 TO LEN(W$)
12 L=ASC(MID$(W$,B,1))
13 IF L=33 THEN L=13
14 IF L=39 THEN L=34
15 POKE 52992+A*10+B-1,L
16 NEXT
17 POKE 52992+A*10+B-1,0
18 NEXT
19 DATA 169,071,160,003,141,
   143,002,140
20 DATA 144,002,096,164,
   203,196,197,240
21 DATA 010,177,245,201,137,176,004,201
22 DATA 133,176,003,076,072,235,233,133
23 DATA 133,197,010,010,101,197,010,174
24 DATA 141,002,224,001,240,014,224,002
25 DATA 240,007,224,004,208,009,024,105
26 DATA 040,024,105,040,024,105,040,170
27 DATA 160,000,189,000,207,240,009,153
28 DATA 119,002,232,200,192,010,208,242
29 DATA 132,198,162,255,076,038,235
30 REM
31 DATA SAVE!,LOAD!,GOTO,CHR$(
32 DATA RUN!,LIST!,PRINT,THEN
33 DATA POKE,PEEK(,PRINT#,INPUT#
34 DATA NEXT,GOSUB,RETURN,LOAD'',1,1!
```

SERIAL KILLER

OK then, so I made a mistake. Yes I admit it. I'm not infallible. To err is human. You learn by your mistakes. Let he who casts... (*Yes, all right, we get the point. You're sorry. Now tell us what you're sorry about – Ed.*) In *CF*24 I told Richard Pemberton of Crewe that if his computer could be reset via the serial port then there was something seriously wrong with it. Thanks to an electronic genius by the name of Jack Sharman of Essex, I have been put to rights – C64s built before 1984 *do* have a RESET connection on the serial port, whereas most of those made after 1984 have don't. That is the reason why Richard's serial port computer killer switch won't work on the newer C64C computer.

MONITORING THE AMIGA

Dear Inside Info,
I own a Commodore 128 computer which I have connected to a Commodore 1902 colour monitor. I am thinking of splashing out on an Amiga 500 but I'm not sure whether I will be able to use it with my present monitor. The 1902 has composite video, RGB and RF sockets so I guess at least one of these would be compatible? But I am not sure if the resolution would be as good as the 1084 monitor often used with the Amiga.
Warren Hancox, Coventry.

Both the 1084 and 1902 monitors are medium resolution monitors and so I can see no reason for the Amiga not to produce a decent image on your particular monitor. It must allow an analog RGB display and have a separate connection for the audio output, unless, of course, you plan to link it to a stereo system. That would be the advantage of a 1084S monitor of course – it caters for stereo sound whereas the 1902 does not. If there is any difference in the picture resolution then I can only assume that it would be so slight as to be unnoticeable.

CORRECTIONS, ERRATA, ALL THAT MALARKEY

The listing that went with Behind Bars last month went a bit wobbly. Here are the affected lines and how they should look:

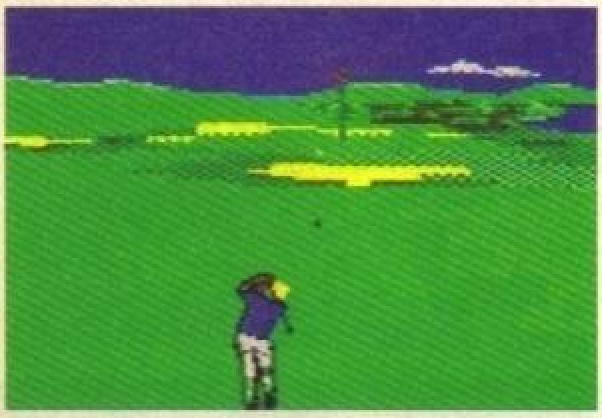
```
120 PRINT CHR$(19) "YOU CHOSE OPTION
NUMBER";CH
130 END
140 :
150 REM  THE FOLLOWING LINES SHOW HOW

5040 NEXT
5049 :

5090 IF A$<>CHR$(17) AND A$<>CHR$ (145)
THEN
```

ROGER FRAMES
buys
Budjit Games

Germany has been an eye-opener for our frugal friend. The shock of seeing Brünhilde, Rutger Fenster's girlfriend, was too much for him. Although he has no money and is miles from home, Roger vows to escape from his erstwhile pen-pal and that girl...



Put on those plus fours, shout fore, pitch the ball forwards, and get a tattoo on your forehead. (Um, forget that last one.)

JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Hit Squad £3.99 Contact 061 832 6633

Weird. When it arrived, I thought this was going to be a game about volcanoes and dinosaurs, but I was wrong. It's about golf instead. The idea is simple. You play golf. You can either play on your own, you can pay another human or you can take on some famous people and lose.

Each hole is seen is glorious 3D and takes an age to draw. You appear, and a data box gives you a load of info on the hole (how deep it is, how circular and whether there's any water at the bottom).

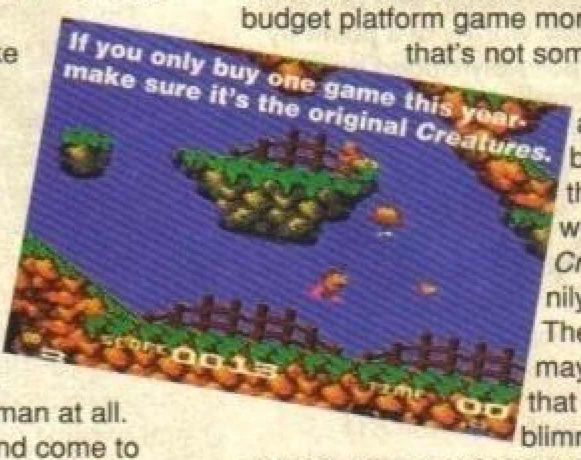
You swing away wildly and watch as the ball sails off into the blue sky. It's a bit slow, but it's well animated. Then, if you're on the green, you putt, the ball goes in and you pocket a cheque for £200,000.

It's an excellent golf game, is this. You get to do everything you could want (except whizz around in those excellent golf carts) and the game is refreshingly playable.

You'd think that it would be crippled by a multi-load from hell, wouldn't you? Well crippled isn't the word. Partially handicapped would be more like it. You don't have to wait for ages, but you do have to wait. Still, golf isn't the fastest game in the world anyway.

CREATURES

Kixx £3.99
Contact 021 625 3388



If you only buy one game this year-make sure it's the original Creatures.

Clyde Radcliffe is a man with a mission. Well he's not really a man at all. He's a sort of creature thing. And come to think of it, he hasn't got a mission really, either. What he's got to do, in fact, is go through a landscape filled with beautifully-animated baddies.

But hold on – Clyde is beautifully drawn as well. And so are the backgrounds! In fact, everything's beautifully drawn in this game. It's one of the best 'beautifully-drawn' games around.

As you wander along, you've got to kill as many baddies as you can, by shooting them with these weird sort of blobs. You've also got to collect things called 'magic potion creatures'. These allow a witch to mix some magic (guess what?) potions. Clyde can drink these to gain special weapons. He's also got appalling halitosis – one breath can kill!

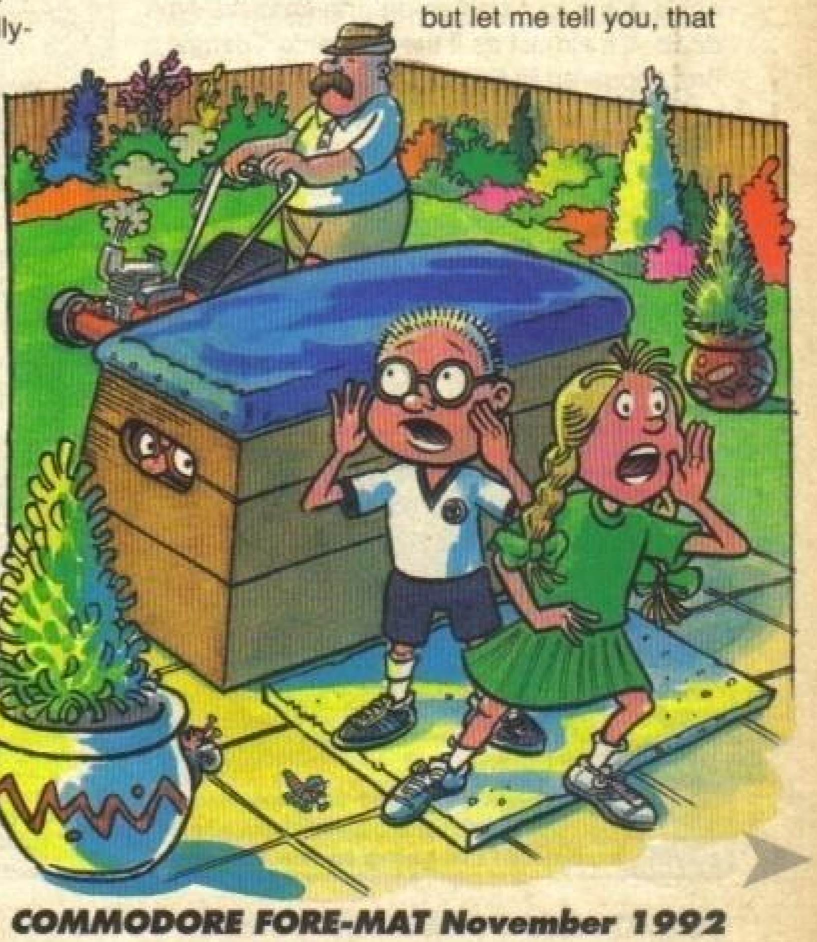
The plot is pretty weird and amusing, but once you start playing the game, you'll forget about the storyline and sit there, amazed by the complete excellence of the graphics, playability and sonics. It's possibly the best budget platform game money can buy (and that's not something I say often).

So it's cute, it's ace to look at, it's big and it's fun. Is there anything wrong with *Creatures*? Well funnily enough, no. There isn't. Well, maybe. I must confess that I found it pretty blimmin' difficult. Of course, you're probably far better at games than me, and you probably think I'm a wimp, but let me tell you, that

JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Yep. I like *JNG18HOMCG*. It's better than having to eat the skin off the top of your cocoa anyway. And have you seen the price of green-fees today? Shocking. I'd write to my MP but he doesn't have a Freepost address.

FRAME RATE 80%



Day three. Security at the Fenster household is tight, but I have a few plans. I've given up on my idea of smuggling out a message, as it would cost a 40 pfennig stamp, and there's no-one I really want to write to.

I decided to start three tunnels, called Tom, Dick and Barry, to confuse the enemy. Under cover of darkness, I dragged Herr Fenster's vaulting horse on to the lawn to hide evidence of my nocturnal diggings. The horse also doubled as an inconspicuous hiding place for when the Fensters sent out search and destroy patrols...

Day five. To keep my spirits up I started to build a glider in the attic. Constructed totally out of toilet-roll tubes, it had to be capable of getting me from my prison in Schlectsheim to High Wycombe and freedom. Öberbahnhofführer Rutger and Brünhilde were stepping up the searches, too. Things were getting desperate. I fashioned a pass-key out of toothpaste and tried to disguise myself as an Afghani tribesman. But disaster struck; judging by the shouting and screaming I heard from the Germans' quarters, my loo-roll theft had been discovered...

under this stingy exterior there beats the heart of an angry mountain tiger. And if I say a game is hard, it's hard, all right? I'll fight anyone who disagrees. (*Steady on, Rog – Ed*).

Though it pains me to say it, go out and spend money (yes, real money) on this game. You really have no choice.

CREATURES

Better than coming home from school to find The Shamen, Lisa Stansfield and Metallica 'jamming' in your bedroom, and inviting you to join in. It's got everything it needs to be a classic worthy of a poem by Princess Anne or possibly Robert de Niro. We're talking 'sprinkle salt on it and call it a delicious slice of urban coding'.

FRAME RATE 94%

FOUR GAME PACK

Atlantis £3.99 Contact 0732 465 511

There must be some mysterious force at large in the atmosphere. I mean, suddenly, everyone's doing four-games-on-one-cassette-type deals. It's almost as if the Bermuda Triangle has appeared in England, and has swallowed up the entire contents of… (*Get on with the blinkin' review, you spotty skinflint. Ed*).

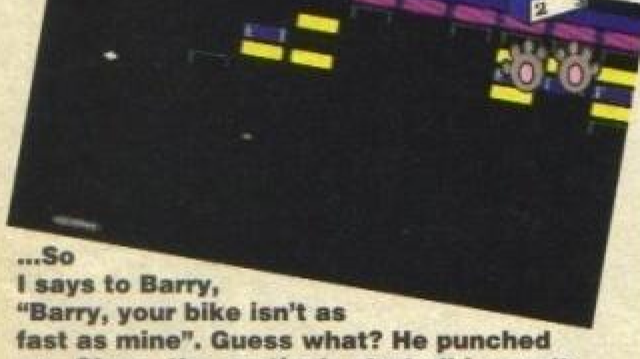
CRACK UP

Crack up? You probably will when you see this. It's a version of the old 'game' *Breakout*. You move a paddle from side to side, bouncing a ball which flies up and knocks bricks out of a wall, the object being to knock out every single knock-outable brick (some of them are indestructible, you see).

Depending on where on the paddle you catch the ball, you can angle it to fly up in almost any direction. Thus, if you're as skilled as me, wear brilliant glasses and have a Bristol Rovers shirt, you can send the ball up through a gap you've previously made, and watch, chuckling, as it bashes in all the blocks from the other side.

The game is so old, it's new again. I wasn't born when it first came out. Neither were all my grandparents. So it's got a sort of shabby novelty value now. As you beat each screens-worth of blocks, you progress to a harder screen, with blocks you have to hit twice, as well as those blocks that can't be destroyed.

It's marginally more fun than going down High Wycombe's main street dressed as a schoolboy in an attempt to con money out of gullible tourists. But if you're used to C64 games with complex graphics, decent sound and exciting gameplay, buy this compilation and use the *Crack Up* part of the tape to record a karaoke version of *Holiday in Cambodia* by Dannii Minogue.



...So I says to Barry, "Barry, your bike isn't as fast as mine". Guess what? He punched me. Oh no, the caption's started! I wasn't paying attention! I'm going to run out of...

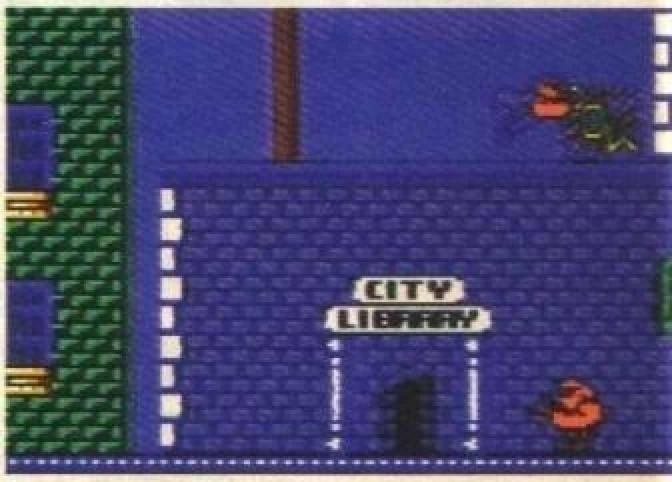
SUPERKID

New York is overrun by crime. People are getting their heads thumped in almost hourly. Armed robbery is rife. It's so bad, the local version of *Crimewatch* is on, not monthly, but every week! Something has got to be done.

But I'm only 14, so I'll just stay in England and review budjit games instead. Curiously, this one, *Superkid*, is about New York crime. You play a child who can fly, dodge bullets and walk off tall buildings. His mission is to punch and kick the townsfolk who he meets on each level. He has an energy meter which goes down if they land a blow on him (or he flies into them).

It's not that brilliant, to be totally adult for a second. There are quite a few levels (well, three, it would seem), it's got a good running speed, and there are plenty of baddies to beat up, but ultimately it's really rather sad. And the idea of a kid doing all this stuff reminds me of the sort of stupid TV shows on at 4.45pm where the kids always solve crimes and get rewards.

The best thing about it is the large POW! which appears when you hit folk. I hit Mr Wilkins from the grocery shop to try it out, and he kicked my backside and told my parents. Violence doesn't pay, kids. If it did, I'd be trying to earn a fortune. Oh, and the final word on *Superkid*? It's rather silly.



Be rock hard and hurt people for a living. Be a boxer. But until that happens avoid this game like you avoid Brussels sprouts.

YOU'VE BEEN (ROGER) FRAME(D)!

They're still flooding in! It's a sobering thought that out there, in normally quiet homes across the land, an army of Frames lookalikes is stirring. And one day, soon, they'll rise up as one and refuse to spend any more dosh on anything.

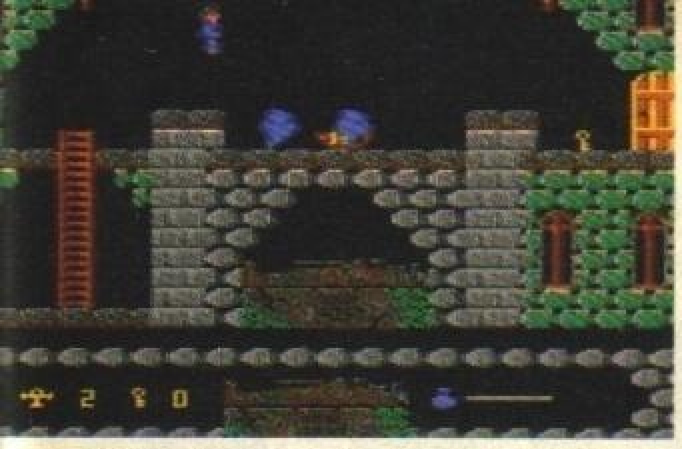
Anyway, we hope you've enjoyed looking at them. To tell you the truth, we're fed up of seeing 'em now. So please don't send any more. All the ones we have will be returned soon, and the overall winner will be chosen. (Boy are some of them weird-looking dudes!).

Gerd Buys, Belgium. (Gerd buys budjit games!)

Benji the Labrador, York (who owns Matthew Harris.)

A Hollingworth, Belper. (Yes, Belper!)

Jeremy Cram, Glasgow (sent by Chris Fullerton.)



This is *Spooky Castle*. I went to Warwick castle once, but was chucked out for breaking bits of stone off the ramparts and selling them to Japanese tourists.

SPOOKY CASTLE

This so-called 'spooky castle' is packed with small spirits. Well, small sprites actually. You play a tiny chap who rushes around, trying to jump over things and avoid the bats, ghosts and other objects which whizz around.

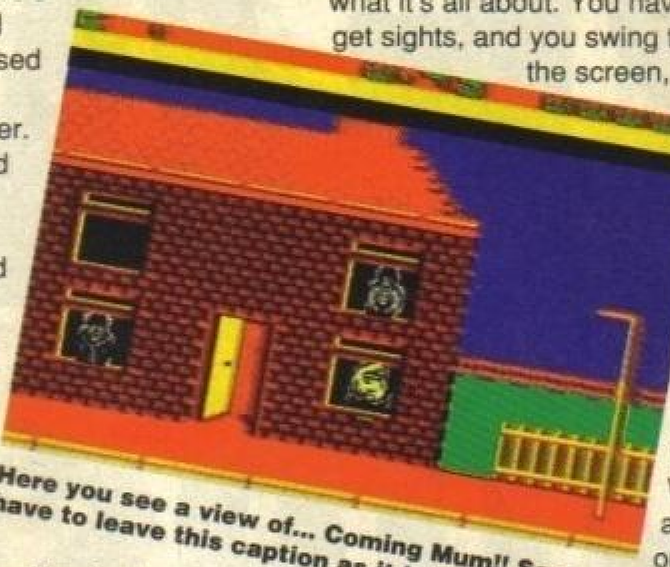
It's like a poor man's *Addams Family*, is Spooky Castle. But that doesn't mean it's very good. It isn't. As you run from screen to screen, you soon realise how you can avoid the stuff flying your way. To get out of the path of ghosts, simply get on to something a bit higher than them. And the bats can be ducked by diving down low. Rivetting stuff it isn't.

In fact, the best thing about the game is the plot. Princess Clare has been imprisoned by some evil ghosts. Don't laugh – it could happen to anyone. Last week my mate Barry got captured by three talking jellyfish while out walking on the South Downs. They forced him to smear mud on his face and fall in a pond. The worst thing is, his parents didn't believe him.

Back to the plot; Clare's dad dad, Prince Michael (not of Kent), has promised her hand in marriage to anyone who can save her. (I'd rather have her hand in a pickle jar.)

You play gormless Gary, who has to try and save her. This involves rushing around and collecting keys. Plug away at it and you'll end up shackled to some royal *girl* for the rest of your days. Imagine having to carefully put out every spider she sees, and having to calm her down on stormy nights. I'd rather live with a rabid polar bear.

Anyway, *Spooky Castle* is the best game on the cassette. It's diverting, it's a bit of fun and it's big enough to keep you going for a while.



Here you see a view of... Coming Mum!! Sorry, I have to leave this caption as it is. I've got to go

CROSSFIRE

Atlantis have chosen to call it *Crossfire*, but they might as well have called it *Sad Drawing Of Houses With Rubbish People Occasionally Popping Up*. Because that's what it's all about. You have a set of target sights, and you swing them around the screen, blasting at anybody who sticks their heads out of the windows.

If you shoot any girls who appear, you lose points (I don't understand why), but otherwise you fire at everybody. Wait for too long and you'll be hit by one of these pathetic characters firing back.

You have to last as long as you can, while a time limit ticks down. If it gets to zero and you're still alive, you move on to the next screen where more of the same takes place. It's by far the worst game on the cassette. It reminds me of the time when I was really little and used to wonder what I'd be when I grew up. I always wanted to be a registered charity, but after seeing this game, I think I'd better give my money to pay for it's cremation.

If I may be permitted to sum up m'lud? Here we have four guilty games. There can be no excuse for the notorious Atlantis four. The only one not deserving of a life sentence is *Spooky Castle*. These, ladies and gentlemen of the jury, are games which would make honest, right-thinking citizens put engine-parts on their heads and hop around claiming to be the pre-tax prophets of the Church of British Telecom.

FOUR GAME PACK

Save your four quid, invest it wisely* and in 770 years you'll be able to buy a helium-filled space-hopper made on the very day of your birth.

FRAME RATE 36%

***Remember, the value of investments can go down as well as up.**

Day one hundred and ninety-one. The day of the mass Frames breakout. I set up a diversion by dropping a coin on to Rutger's head from the attic trap-door. As he scrabbled for it, I launched the glider. But disaster struck – the window was too small, and the wings were ripped off. I plummeted 30 feet and went through the shed roof.

I could hear shouting and the baying of dogs getting close. Thinking quickly, I leapt on to a bike and pedalled away furiously. Rutger and Brünhilde gave chase, but in a storming Steve McFrames manoeuvre, I leapt the fence and was soon heading for the Swiss border and a C64 to play.

And the best thing about the whole episode? It cost me under 15 pence in total!

November issue on sale October 22

Exciting news and reviews from around the world in this month's MBUK

WIN A CANNONDALE WORTH £925

- The World Championships
- Double trouble or double fun – defying gravity on duelling tandems
- Take our advice on warm winter gear – so you don't end up looking like a walrus
- Metrotrekking in Newcastle – why-aye pet!
- PLUS Isle of Skye – the *most* rugged landscape in Britain

This and loads more action for only £1.95

Mountain Biking UK

Britain's best-selling bike magazine

MBUK is produced by Future Publishing

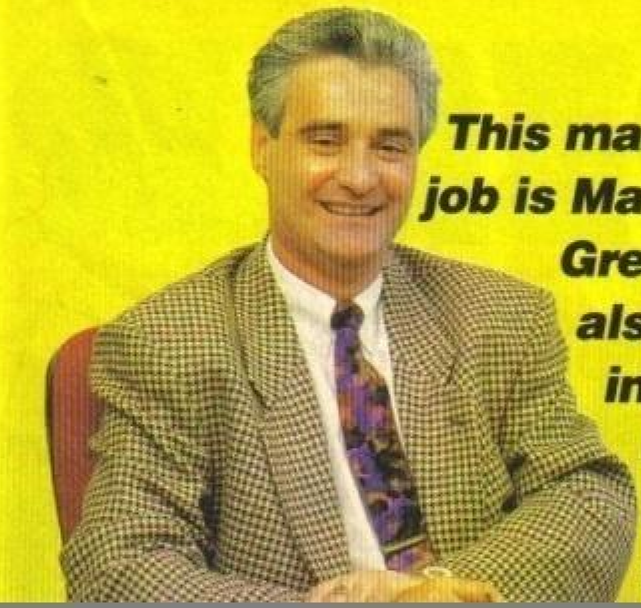
READ IT

THURSDAY 15 OCTOBER '92

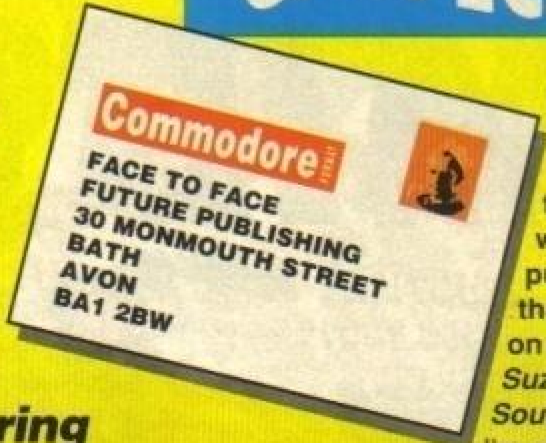
Ever heard of *Sonic The Hedgehog*? Of course you have. Well one year after taking the videogaming world by storm, he's back on the Mega Drive in his second adventure. Question is, of course – is it any good? For the UK's first review and 108 pages crammed with Mega Drive features, news and reviews, just do as the page says: read it.

MEGA

100% PURE SEGA MEGA DRIVE...



This man is Ian Stewart. His job is Managing Director of Gremlin Graphics. He's also the first computer industry insider to go Face to Face answering questions set by the most feared of in



Commodore

FACE TO FACE
FUTURE PUBLISHING
30 MONMOUTH STREET
BATH
AVON
BA1 2BW

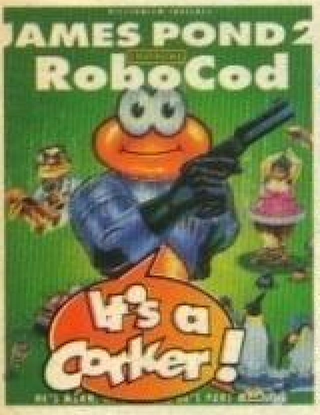
Will Gremlin be making any cartridges for the 64? If so, will you be putting more than one game on each cart?
Suzanne Dale, Southampton

I'm afraid to say Gremlin have no plans for making games on the C64 cartridge format at the moment.

MAIL ORDER &

PICKED BY THE TEAM, THE BEST PROGRAMS AROUND FOR YOUR MACHINE!

HOTLINE 0458 74011



JAMES POND 2 ROBOCOD

Save up to £2!

Millennium

The scaly superspy returns, this time in a new suit of hi-tech armour, to battle with Doctor Maybe in this outstanding platform stormer.

Description	RRP	*CF* Price	Order No.
RoboCod Cass	£11.99	£9.99	CFROBC
RoboCod Disk	£13.99	£13.99	CFROBD

THE ADDAMS FAMILY

Save up to £3!

Ocean

What a film! What a game! What puzzles, tricks, traps and platforms! *The Addams Family* will keep you glued to your 64 for weeks.

Description	RRP	*CF* Price	Order No
Addams Cass	£10.99	£ 9.99	CM207
Addams Disk	£15.99	£12.99	CM208

FUN SCHOOL 4

Database

Make learning fun with this range, designed in line with the National Curriculum.

Description	RRP	*CF* Price	Order No
Under 5 Cass	£12.99	£9.99	CM184
Under 5 Disk	£16.99	£11.99	CM185
5-7 Cass	£12.99	£9.99	CM186
5-7 Disk	£16.99	£11.99	CM187
Over 7 Cass	£12.99	£9.99	CM188
Over 7 Disk	£16.99	£11.99	CM189

fun school
fun school
fun school

Worth up to £17!

MINI OFFICE II

Save up to £5!

mini OFFICE II

Database

An integrated word processor, database, spreadsheet, label printer, graphics and communications programs all in one pack! *Mini Office* can turn your C64 into a versatile business machine.

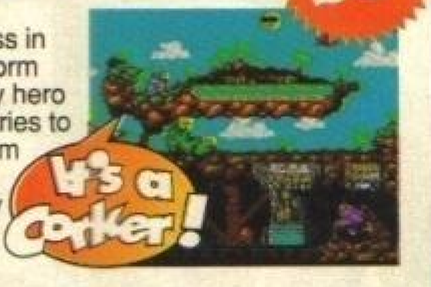
Description	CF Price	Order No
Cass	£13.99	CM201
Disk	£15.99	CM202

CREATURES 2

Save up to £3!

Thalamus

Gorey ghastliness in this superb platform puzzler as Fuzzy hero Clyde Radcliffe tries to save his clan from all manner of gruesome, nasty deaths. You have to have it!

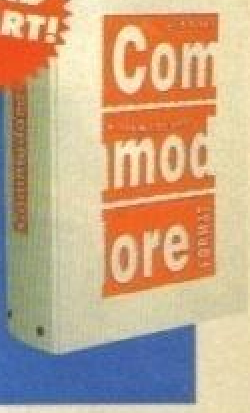


Description	RRP	*CF* Price	Order No
Creatures 2 Cass	£10.99	£9.99	CFCR2C
Creatures 2 Disk	£15.99	£12.99	CFCR2D

FORMAT BINDER

DEAD SMART!

Keep all your issues safely together in this high-quality binder with the *Commodore Format* logo emblazoned on the front and the spine in whizzy day-glo orange. Each binder holds 12 issues!



Description	Price	Order No
One binder	£5.99	CM103
Two binders	£11.00	CM104

BACK ISSUES

CF19 Powerpack games: *Attack of the Mutant Camels, Aquablasta, Sheep in Space.* Reviews: *Catalypse, Super Seymour, The Jetsons, Shoe People.*

CF20 Powerpack games: *Ant Attack, Mazemania.* Demos: *Bod the Alien, Catalypse.* Reviews: *Space Crusade, Budokan, Murray Mouse.*

CF21 Powerpack games: *Ancipital, Southern Belle.* Demos: *The Addams Family, Arnie, Euro Football Champ.* Reviews: *Indy IV, Chuck Rock , The Addams Family.*

CF22 Power-pack games: *Hover Bovver, Agent Orange.* Demos: *James Pond: RoboCod, DJ Puff.* Reviews: *Bug Bomber, Euro Football Champ, James Pond 2, DJ Puff.*

CF23 Powerpack games: *Defenders of the Earth, Johnny Reb 2.* Demos:*Bug Bomber, Nobby the Aardvark, Biff.* Reviews: *Cool Croc Twins, Turbo the Tortoise, Xenomorph.*

CF24 Power-pack game: *Famous Five.* Demos: *Ugh!, Cool Croc Twins, Match of the Day, Fuzzball.* Reviews: *Nobby The Aardvark, Ugh!, Elvira 2., Mega Sports.*

CF25 **(£3.25)** Extra tape: *Saracen Paint.* Powerpack game: *John Lowe's Ultimate Darts.* Demos: *Hägar the Horrible, Slicks.* Reviews: *Hook, Match of the Day, Bangers and Mash, Slicks, Frankenstein.*

Commodore
KICKING?
Commodore
COME ON DOWN
Commodore
CHECK IT OUT!

Commodore
COD ALMIGHTY!
Commodore
SNAP!
Commodore
FUZZ OFF!

HOW TO ORDER

COMMODORE FORMAT MAIL ORDER

No stamp required if posted in the UK, Channel Islands or the Isle of Man

● For overseas orders call Clare for prices on 0458 74011

Name

Address

Postcode

Phone number

Description	Price	Order No

Method of payment (please circle) Access • Visa • Cheque • PO

Please make all cheques payable to Future Publishing Limited

Credit Card No

Expiry date

SIGNATURE

Please send me *CF* back issues PLEASE CIRCLE
19 20 ● £2.20 each

Commodore Format, Future Publishing Ltd, Freepost, Somerton, Somerset TA11 6TB

Choose a **superb** free

e to Commodore Format

SUBSCRIPTIONS

SUBSCRIBE NOW!

Everybody wants to get hold of Commodore Format, but you can jump the queue. SUBSCRIBE!!!

Just look at the benefits

- 12 issues delivered to your door!
- Get your copy two days before the mag officially goes on sale!
- Free cassette every month!
- Increases in cover price won't affect you!
- Your choice of one of the three stunning free gifts on this page
- All for the same price you would pay at the newsagent – just **£29.95!**

Creatures 2

Thalamus (Cassette)

It's nasty it's bloody, it's sick and your mother would like it if you were Pugsley Addams. There's tons of platform action that takes brainpower as well as razor sharp reflexes to win through in this tale of a fuzzy superhero trying to rescue his clan from a bunch of demons whose hobby is creative torture techniques.

RRP £11.99

THALAMUS
CREATURES 2
TORTURE TROUBLE
CBM 64/128

It's a Corker!

James Pond 2: RoboCod

Millennium (Cassette)

He's, mean, he's metal and he might just be the fish to save Christmas as we know it. The evil Doctor Maybe is threatening Santa's toy construction plant, and the suave sub-aqua spy is equipped with new robotic powers to deal with the situation. A huge, action-packed platform stormer.

RRP £11.99

Worth £12

It's a Corker!

Cheetah Bug Joystick

Wonderfully weird and weirdly wonderful, the Bug is a revolutionary joystick that's taken the computer world by storm! It offers precise control and gameplay comfort, sitting easily in the palm of the hand. It'll change the way you play your games forever. Get your computer bugged NOW!!!

RRP £14.99!

WIN with STYLE!

Save all the hassle of going to the shops every month to get your copy just to be told, "Sorry, sold out". Guarantee your copy and get it delivered at no extra charge! Complete and return the coupon below or call our credit card hotline on 0458 74011

PLEASE ENTER MY SUBSCRIPTION for 12 issues of COMMODORE FORMAT TICK AS APPROPRIATE **TOTAL PAYMENT £**

12 ISSUES ☐ **UK £29.95** ☐ **EUROPE £43.95** ☐ **REST OF THE WORLD £55.95**

To ensure you receive your magazine and tape quickly and undamaged, all overseas subscriptions are sent Air Mail

MY CHOICE OF GIFT IS APPLIES TO 12 ISSUES ☐ **BUG JOYSTICK** ☐ **CREATURES 2** ☐ **JAMES POND 2: ROBOCOD**

If you are already a subscriber please quote your subscription reference number here - you will find this on your address label

Method of payment (please circle) Access • Visa • Cheque • PO Credit Card No ☐ Expiry date ☐

NAME____________________

ADDRESS____________________

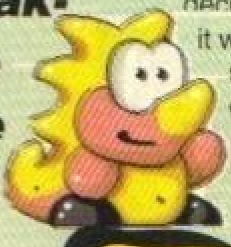
POST CODE__________ SIGNATURE__________

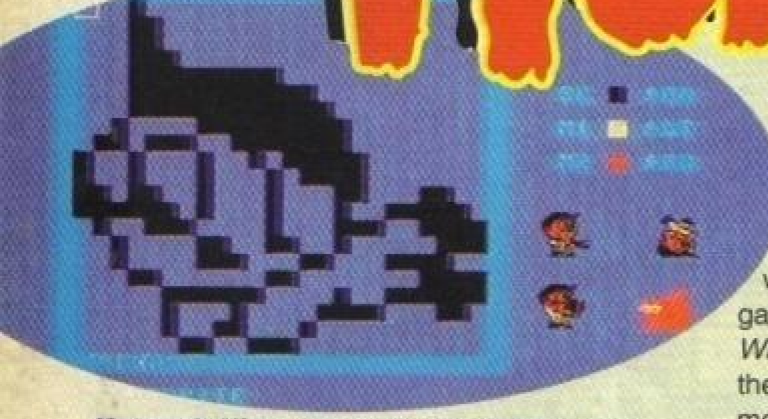
AN ENVELOPE TO: COMMODORE FORMAT, FREEPOST, SOMERTON, SOMERSET TA11 6TB

CF/MAG/1192

Mayhem in Monsterland *is going to be huge. How do we know? Because it's being written by John and Steve Rowlands, the team behind the awesome* Creatures1 *and 2. In a* CF *exclusive series over the coming months, the lads are going to reveal, step-by-step, exactly how the game is taking shape, from the initial idea to the final product...*

Let's make a MONSTER





Katapult Kidz – an early idea for the new game that was ultimately shelved.

Ever wanted to know how games are created? Then you're in the right place. Y'see creating games is what we do for a living. Let's get the introductions out of the way. We're Steve and John Rowlands otherwise known as Apex computer Productions. You might possibly have heard of a couple of the games we've written: *Cyberdyne Warriors* or *Creatures 1* and *2*, perhaps?

We also wrote the Clyde Guide for *CF* a year or so back. That was a day-by-day diary which followed the progress of *Creatures 2* (the hero was called Clyde, you see). This time things are going to be different. Not only will we tell you what we do as we work on our latest epic, we'll also tell you why we do it. This installment has been scientifically formulated to inform, inspire and educate, without bleaching colours (even at 40 degrees).

AMBIENT AUGUST: DESIGNING THE GAME

From the start we wanted to make the game console-esque, aiming for high playability as well as amazing aesthetics. It's going to be platform-orientated, like the majority of console games, but with speeds not yet witnessed for platform games on the C64 (we hope). We've learnt from *Creatures 1* & *2* that cute games can be successful, so naturally we decided to make this game cute as well.

From the beginning we wanted to incorporate elements from the best console platform games, as the C64 has no games of this type (no good ones, anyway). But before we got carried away with the design we had to take into account the limitations of the C64.

The first thing we decided was how the Screen should be updated. The easiest option is to have a flip-screen format (as with *Cyberdyne Warrior*), but this limits the gameplay considerably (as with *Cyberdyne Warrior*). The most obvious decision is to scroll the screen. A conventional scroller, which most games use, has a few limitations; the amount of colour that can be displayed, the size of the scrollable area and the speed at which that area scrolls. We opted for the *Creatures* scroller which would need to be adapted considerably to suit the game design, requiring a bi-directional scrolling playing area with variable speeds! (That means it'll scroll up and down as well as side-to-side).

> **It'll have speeds not yet witnessed for a platform game on the C64.**

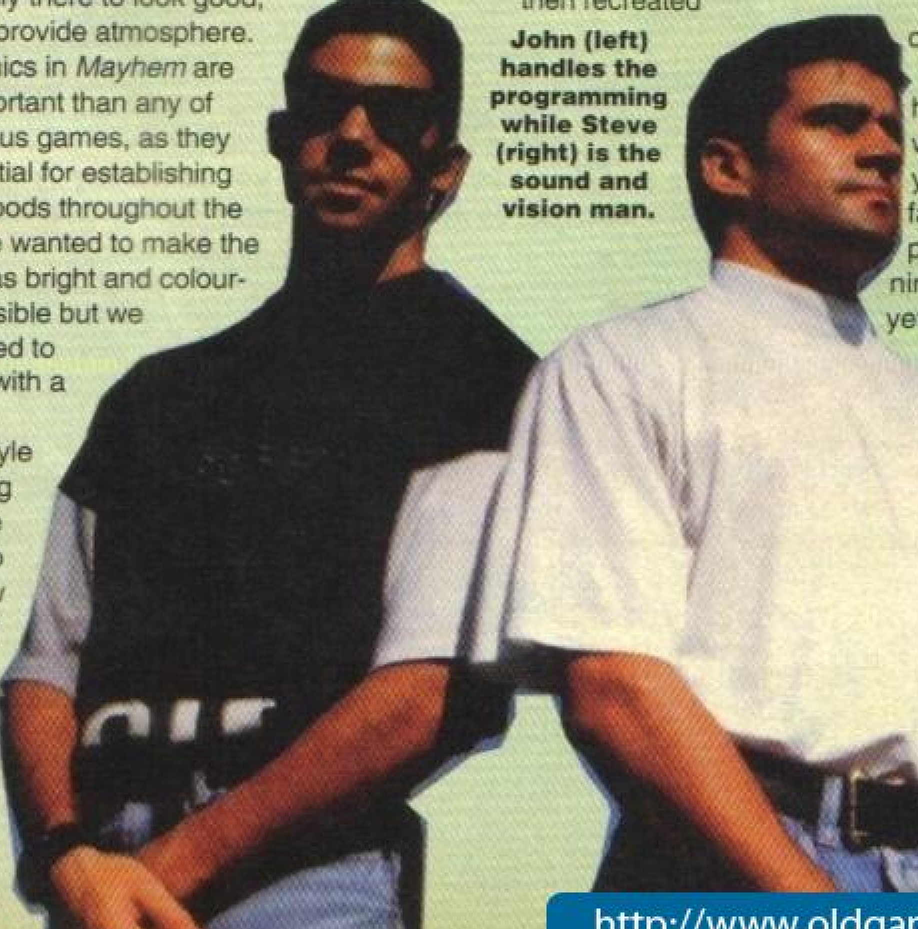
Once this basic design was finalised we had to consider the look of the game. Graphics are not only there to look good, they also provide atmosphere. The graphics in *Mayhem* are more important than any of our previous games, as they are essential for establishing certain moods throughout the game. We wanted to make the graphics as bright and colourful as possible but we also wanted to come up with a different graphic style to anything we'd done before. So after a few (very) late nights we had a dozen sketches on which Steve could base his level graphics. Now we had a rough idea of what the graphic style was, we set about designing the player...

CHARACTER BUILDING

The next step is designing the player's character. We started designing the main player by sketching out ideas and messing around with the sprite editor for a few days. We had to decide on the sprite specification, whether it would be a single, multicolour sprite (like Clyde in *Creatures*), a multicolour sprite with a hi-res overlay (like the players in *Cyberdyne*), or a larger player with several sprites bolted together. The problem with having a large player is that it would: a) make the playing area feel smaller, b) limit the amount of on-screen sprites you could display, c) use more graphic memory d) make the player larger than the nasties (when it should be the other way around).

Detail is probably the most important factor for a character in this sort of game, and using a multicolour sprite with hi-res overlay would give us the detail we required and enough free sprites for bad guys. So once we knew how the player was structured, it was off to the drawing board to try and come up with a decent character. As the game is set in the Mesozoic era (that's when dinosaurs lived to you and me) he had to be a dinosaur. He is, in fact, a baby dinosaur named Mayhem – hence *Mayhem in Monsterland*. During the game he will be able to charge at other monsters to kill them, and therefore needs some sort of weapon. We can't really give him a 'Maser Staser Phaser Laser' (© Rob Ellis), as it has to relate to the game. Therefore we gave him a horn with which to impale his adversaries, with the ability to crush monsters to death at slower speeds. As with most of Steve's graphics, he was designed on paper and then recreated on the C64.

We now had a character which was cute yet intelligent, fast yet precise, powerful yet nimble, sexy yet... erm... anyway, he looked good!

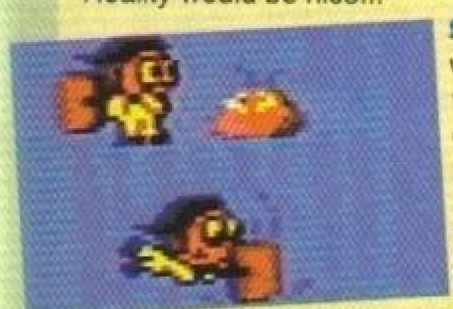


John (left) handles the programming while Steve (right) is the sound and vision man.

IN THE BEGINNING

Mayhem in Monsterland wasn't the only game idea we considered as a follow up to *Creatures 2.* Here somew of the ohers and the reasons why we didn't develop them:

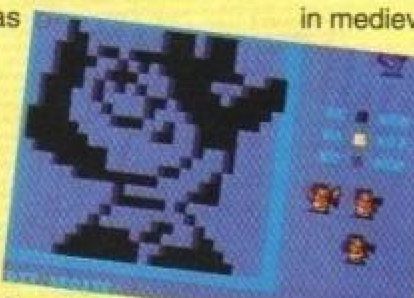
GENESIS This was a game which we designed three years before *Creatures*, and was in the playable demo stages before we decided to abandon the project (because of the technical limitations of the C64). Since its initial design we've developed it into an awesome game, which is unfortunately just in our heads. Ho Hum. Look out for it on a more powerful machine in the future. Virtual Reality would be nice...



Have mallet, will *Squish*. Nice idea – difficult to flesh out.

SQUISH This was a game which we designed two years before *Creatures 2*, and was a four-way scrolling isometric 'go around squashing things with a mallet'-type affair. The idea behind this was to colour tiles by squashing baddies, their blood changing the tile's colour. The game had a good violence factor, but the idea was dropped owing to a mental block.

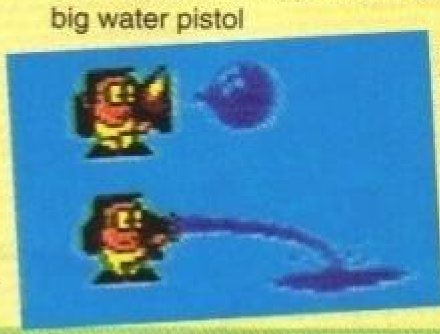
KATAPULT KIDZ Designed at the same time as *Squish*, this was a horizontally-scrolling arcade adventure based around two pranksome schoolboys armed with catapults. These schoolboys were based on the characters from *Squish*, *H2O* and *Destruction Brothers* as we thought that they were cuter than a really cute thing on national cute day. This was axed from the Apex schedule to make way for *Creatures 2* (out now on cassette and disk).



Destruction Bros would have to have been a cartridge game.

DESTRUCTION BROS Planned for release on cartridge, it was scrapped owing to the dwindling cartridge market. The game was to feature super-bitmaps, a 128 sprite multiplexer, and a pseudo eight-voice sound engine... OK, we're dreaming again. Seriously though, it would have featured simultaneous two-player super-weapon-wielding action. Basically it was the bee's knees – all six of them.

H2O After the *Destruction Bros* were rubbed off the drawing board we opted for a slightly less violent games scenario. The main character in the game was based heavily on the *Destruction Bros* characters but without the fire power. This time he had a big water pistol (honestly!) and he used it to extinguish hundreds of fires. The main reason for scrapping this design was that after the freshness of the idea had worn off, the game wasn't as practical as was first thought.



The game that would have made water pistols dead trendy – but *H20* just didn't prove practicable to develop.

THEO SAURUS The main character was a cute baby dragon named Theo, whose parents were brutally slain by merciless villagers in medieval times. Theo would progress through villages crushing castles, torching knights and generally dishing out justice (in quite sizeable portions). It was scrapped to make way for... *Mayhem in Monsterland* (da-daaa!).

NB All the above characters, graphics, names and game designs are copyright © 1992 Apex Computer Productions.
So there!

NEXT MONTH

We're back in four weeks with a ticket to Scroll City, Arizona – and we haven't even told our parents what time we'll be back! So with production actually starting on the game next month, the diary will be in a more chronological format (CF?). This installment was brought to you with the divine assistance of Andy Roberts and regular Chinese take-outs.

COMMODORE SUPPLIES

C64 Printer + Interface	£139.99	64 Parallel Converter	£19.99
C64 Power Supply	£23.75	Vic-20 Modulator	£14.99
64/128 Sound Expander	*£9.99	64 Instruction manual	£9.99
C16 Power Supply	£14.99	Commodore 64 Chips	P.O.A.
64/128 Sound Studio	*£4.99	64 Reset Cartridge	£9.99
C2N (64) Datasette	£23.75	801/803/LC10 Ribbons	£5.99
C3N (+4) Datasette	£29.99	Mini Office 2 (64 disk)	£20.99
64 Slimline Case	£9.99	C64 Disk Drive	£99.99
Mini Office 2 (64 cass)	£17.99		

* Disk/Cass

COMMODORE 64 REPAIR

Only £24.95 including parts and labour if repairable. Send machine only with fault description. Insurance included. Chq/P.O.'s to

Omnidale Supplies,
23 Curzon Street, Derby, DE1 2ES,
Tel: 0332 291219

VISA Access

ONLY POOLS AND HORSES

FOOTBALL BOXFORM The ONLY pools program written by a GENUINE EXPERT who has been employed as such by Littlewoods. He KNOWS how to help you win. He can't guarantee you'll become a millionaire (if he could he'd be one himself) but he can GREATLY IMPROVE YOUR CHANCES OF WINNING ON THE POOLS OR FIXED ODDS " The program consistently forecasts 50% more draws than would be expected by chance" ...A.P.C.W. Magazine. A RECORD UNMATCHED BY ANY OTHER PROGRAM OR POOLS EXPERT. Homes, aways, draws shown in order of merit. True odds for every match. Covers league & non league. Australian Pools program included in the price.

SUPER PLANNER THE BEST PERM GUIDE OF ALL TIME. Details of OVER 400 ENTRIES of LIT, V- and newspaper perms. All CHECKED IN SECONDS by your computer.

RACING BOXFORM Fast and profitable. "Quite remarkable results.. strike rate of 64.8% averaging 3/1 per winner" ...G.S.U.G. magazine. Price includes HANDICAP WINNER 1000 winners every year - 25% at 5/1 or better

PRICES. (tape or disk) £19.95 for one: £29.95 any two: £39.95 all three

FOOTBALL TOOL KIT Football Boxform, Super Planner, Littlewood Block Perms Planner & a program to work out bets...£34.95

RACING TOOL KIT Racing Boxform plus 5 further programs which enable you to keep your own records, produce and amend form and time ratings, work out almost any bet £34.95

SPECIAL OFFER Both tool kits for £62.95

Please make cheques or Postal orders payable to BOXOFT (CF),
65 Allans Meadow, Neston, South Wirral L64 9SQ
Tel: 051-336 2668

Access VISA

VISA COMMODORE C64 REPAIRS Just £29.00 inc Access

- Commodore registered.
- Over 10 years experience with Commodore computers.
- Up to 20 qualified technician engineers at your disposal.
- We will undertake to repair your Commodore 64 computer for just £29.00 including parts, labour, V.A.T. and post and packing.
- Some computers can be repaired within 24 hours.
- Prices include full service check, overhaul and soak test.

* **How to take advantage of this exceptional offer:**
Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (Please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applied).

WTS Electronics Ltd, Studio Master House,
Chaul End Lane, Luton, Beds LU4 8EZ
CF (0582) 491949 - (4 lines)

See us at The Future Entertainment Show

Acclaim
Commodore
DOMARK
GREMLIN
SEGA
TM

MICROPROSE Nintendo ocean SEGA

It'll blow your mind

OK, here's the deal.

The Future Entertainment Show is the biggest computer games event ever seen in the UK. We've got all the leading names showing off big time – Commodore, Nintendo, Sega, Philips, Acclaim, Ocean, Electronic Arts, Psygnosis, Domark, Gremlin, Microprose and *scores* of others. Oh, and there's a video wall the size of a house and competitions and huge arcades and serious bargains and TV film crews and – but, hey, let's not worry about *detail*.

All you have to do is be there.

Then we'll blow your mind.

***Helluva* deal...**

The Future Entertainment Show

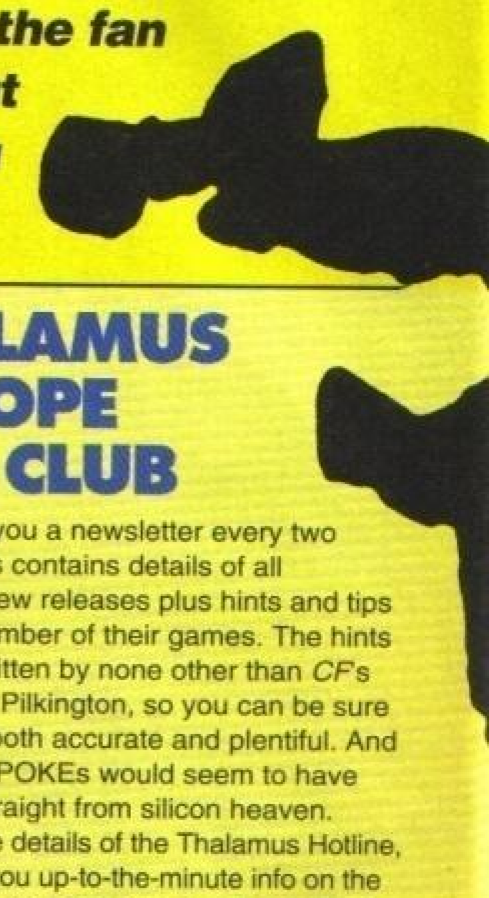
Earls Court November 5-8 1992

Phone **051-356 5085** to guarantee your ticket (£5.95 for adults & £3.95 for under 14s in advance, or £7 & £5 on the day)

It's easier to travel by train. If you live in the Network SouthEast area, travel by train and avoid traffic jams and parking problems, jump huge queues and save on admission (Adults £5.95, Under 14's £3.95), when you buy the all in One Day Travelcard/Admission ticket. From any staffed Network SouthEast station.

SO YOU THINK

Everyone buys the occasional C64 game. Even the most unlikely people have been spotted purchasing the odd budget title – Princess Stephanie of Monaco, George Bush, even Dannii Minogue. (Are you sure? – Ed.) But you can tell real fans – they join the fan clubs. And today, for your reading pleasure, CF checks out four of the biggest software house fan clubs: what do you get, what does it cost and how do you get hold of it?



CODEMASTERS CARTOON TIME CLUB

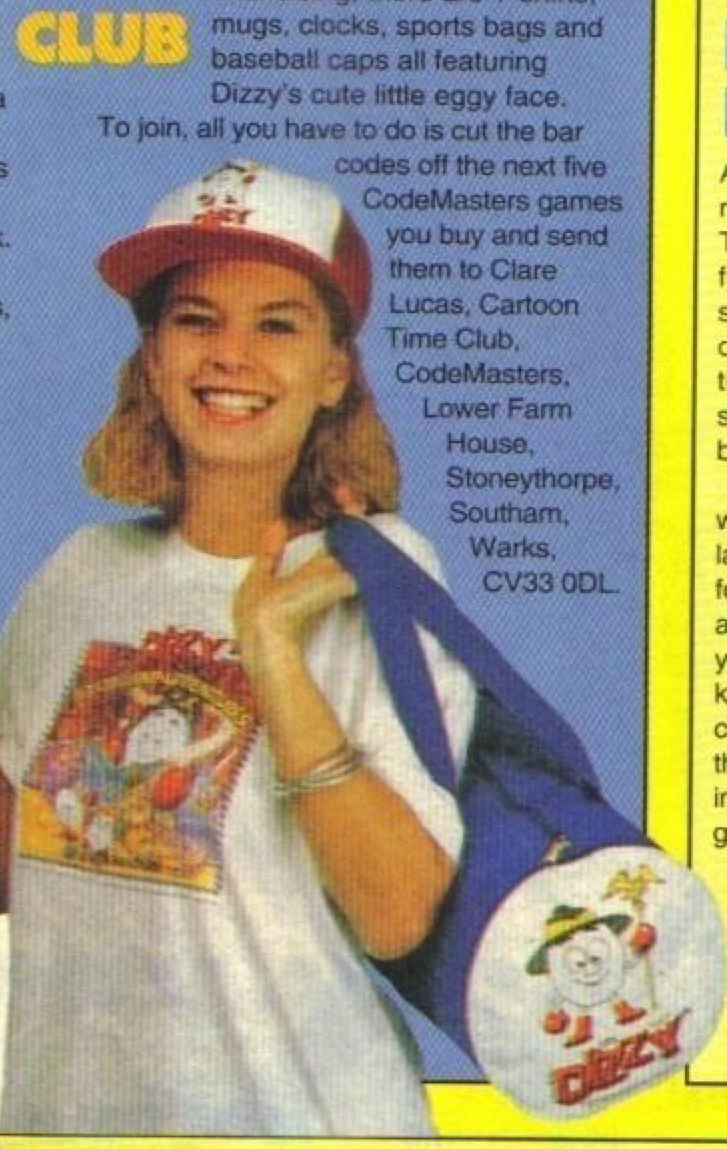
If you have recurring dreams about living in a giant ants' nest, don't worry – there's a cure. Simply join the Cartoon Club, send off for lots of *Dizzy* gear and drink 12 cups of coffee before you go to bed. You won't sleep a wink.

The Cartoon Club was set up to provide fans with info about the Codies' *Dizzy* games, but it's now grown to encompass everything they produce. There are hundreds of members and the club's growing all the time.

When you join, you get news, gossip, hints and tips, all in a snazzy newsletter put together by the cheerful Clare Lucas. (How do we know she's cheerful? Check out that grin ☞.)

You can also use the club to get hold of what we in the trade call merchandising; there are T-shirts, mugs, clocks, sports bags and baseball caps all featuring Dizzy's cute little eggy face.

To join, all you have to do is cut the bar codes off the next five CodeMasters games you buy and send them to Clare Lucas, Cartoon Time Club, CodeMasters, Lower Farm House, Stoneythorpe, Southam, Warks, CV33 0DL.



THE CARTOON TIME CLUB COMPO!

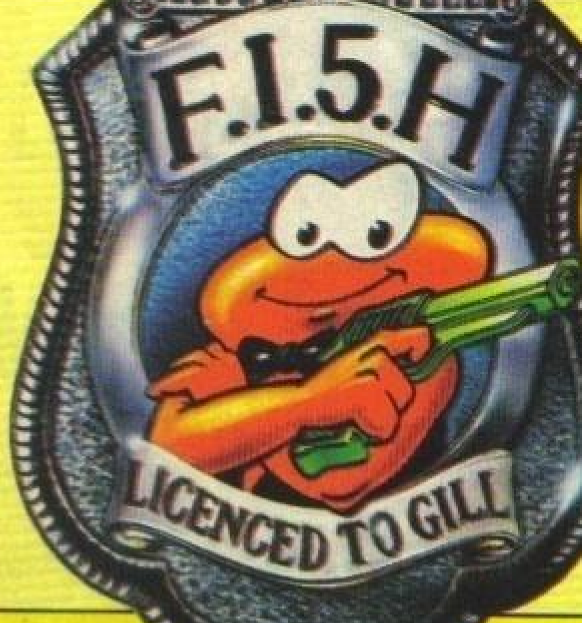
We're giving away free memberships of the Cartoon Time Club to five people who can tell us which bearded Aussie hosts ITV's *Rolf's Cartoon Club*. Send your answers to this pathetically easy question, to: That'll be Rolf Harris Then, *Commodore Format*, 29 Monmouth Street, Bath, Avon BA1 2BL to arrive before November 5th.

THALAMUS EUROPE FAN CLUB

A fiver gets you a newsletter every two months. This contains details of all Thalamus' new releases plus hints and tips for a vast number of their games. The hints section is written by none other than *CF*'s own Warren Pilkington, so you can be sure that they're both accurate and plentiful. And some of the POKEs would seem to have been sent straight from silicon heaven.

There are details of the Thalamus Hotline, which gives you up-to-the-minute info on the latest games. You can even leave questions for the company to answer. The newsletter also runs exclusive competitions and gives you the opportunity to order watches and keyrings at low, low prices. Or you can purchase a high-quality T-shirt emblazoned with that vaguely disturbing logo (what does this ink blot remind you of?) for £7.99. Copies of games from Thalamus' extensive back catalogue are also on offer, so if you're having trouble hunting down *Retrograde* or *Heatseeker*, join the club!

The whole caboodle comes in a rather snazzy Thalamus folder, and



F.I.5.H. – THE JAMES POND CLUB

Everybody knows that James Pond is one seriously cool secret agent (despite the silly way be dances). But now you can be like him in a variety of ways.

F.I.5.H is more than just a fan club. It's a fully-fledged secret agent society. When you join, you get a massive file, packed with information and documents, including a neat identity card, loads of stickers, secret codes, secret missions, a *James Pond* board game, a special decoding ruler and tons of mission details, secret messages and a whole pile of top security 'for your eyes only' paperwork which, under the off*fish*ial secrets act, we're not allowed to print here.

Joining F.I.5.H is far more than just subscribing to a newsletter. You can swap the codes with your friends, carry out the missions supplied and generally indulge in a lot of spy-type activities. Tthe way to get

NO ENTR
WITHOUT PASSW

YOU'RE A FAN?

although you get a satisfyingly substantial sheaf of paper, it's all loose-leafed. This has the advantage of allowing you to file the pages however you want, but in a strong wind they fly everywhere.

To join the Thalamus Fan Club (or simply to get more information) write to Thalamus Europe, Unit 25, Riverside Business Centre, Victoria Street, High Wycombe, Bucks HP11 2LT. Or try your luck in our……

THALAMUS FAN CLUB COMPO

Yes, five lucky *CF*-reading hominids can win free membership to the TEFC simply by sending the answer to the question below on a postcard to: Ah, But A Diablo's Faster, *Commodore Format,* 29 Monmouth Street, Bath, Avon BA1 2BL. It should arrive before November 5th.

The programmer of Thalamus' *Arsenal* is called John Ferrari. What is the fastest road-going Ferrari called? (A clue: it's not a name as such).

ZEPPELIN AIR CREW CLUB

Although it's quite a new club, the Air Crew has already had a remarkable response. People from all over the world have joined in their droves (whatever a drove is).

Membership for the Air Crew usually costs £7.99 in this country and £8.99 overseas (but have a look at the box below if you want to make a serious saving). The fee entitles you to receive a bi-monthly magazine packed with news, hints, tips, special offers on software and loads of silly characters being silly and doing silly things. These characters, incidentally, are drawn by one of the guys who works for *Viz* (and, *yes*, we do,mean as an artist, not a cleaner or something).

You also get a rather posh gold plastic membership card when you join the Air Crew. It enables you to buy stately homes and get in to horrendously expensive restaurants in London. (*No it doesn't – Ed.*) Well it looks like it should. And finally you receive an A4 membership certificate, entitling you to sit in during meetings of the United Nations Security Council. (*I'd like to see you try – Ed.*)

The other bonus with this club (as with most of the others) is that you get to hear about up-coming products long before they hit the shelves in your local software shops. In fact, you probably learn about them at the same time we do at *CF*. (Just don't get any ideas about starting up a magazine, right!)

AIR CREW SPECIAL OFFER!

If you want to join the Air Crew, you've bought the right magazine. Zeppelin are running an exclusive offer in *CF* whereby you can become a member for the ridiculously low price of £4.99. Simply send your name and address, plus the token above and a cheque or PO for £4.99, made payable to Zeppelin Games, to:

Zeppelin Games, Air Crew, *CF* Offer, PO Box 17,
Houghton-le-Spring, Durham DH4 6JP.

the most out of the club is by joining with a couple of friends. And if you can recruit them, you've completed the first mission!

There are dead classy competitions to enter, plus offers on *James Pond* sweatshirts, T-shirts, caps and other wear-gear. Yes, F.I.5.H is not just a club; it's a way of life. And you do get tons of interactive, high quality stuff in your secret dossier.

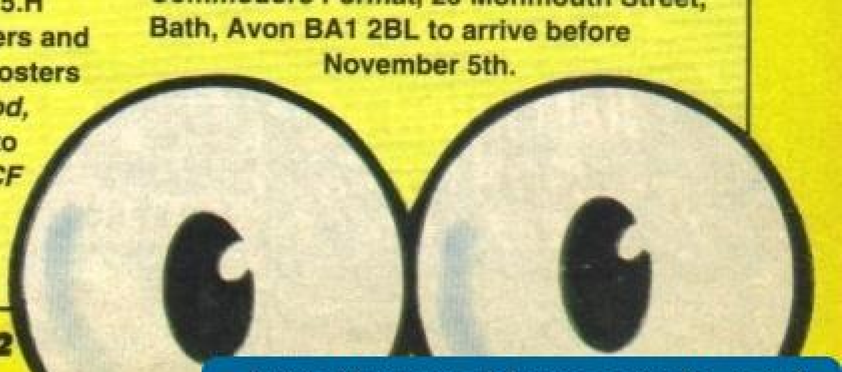
To join F.I.5.H, and help the struggle against the evil spymaster, Dr Maybe, send off for a recruitment form (you have to be vetted, you see) to F.I.5.H HQ, Unit 3, Edison Road, St Ives, Huntingdon, Cambridgeshire PE17 4LF. Enclose an SAE to speed up the whole process. It costs £8.95, but you get a massive amount of stuff and you do remain a member until 1994.

F.I.5.H COMPETITION!

Owing to a Stalinistic purge at F.I.5.H HQ, five vacancies for secret agents have become available to *CF* readers. Five lucky winners, prepared to sign the off*fish*ial *sea*crets act, will be sent the full F.I.5.H documentation, membership numbers and everything else. There are also 50 posters of *RoboCod* for 50 runners-up. (*Good, that's one each – Ed.*) All you have to do is answer this question, set for *CF* exclusively by Interpol™. The winners will be chosen by a variation on Russian Roulette which involves Roger Frames, five water pistols and a 50p piece.

Please read the question carefully, it will biodegrade in five years: What was the name of the book by Peter Wright that was banned by the British Government?

Send your answers on a postcard to: Now This One's A Bit Tougher, *Commodore Format,* 29 Monmouth Street, Bath, Avon BA1 2BL to arrive before November 5th.

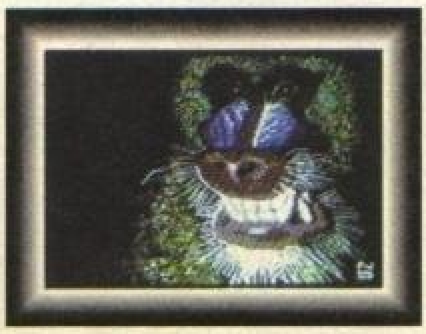


NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!

COMMODORE MOUSE SYSTEM

COMPLETE WITH OCP ADVANCED ART STUDIO

- **This Commodore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.



ONLY £34.99

TOTAL PACKAGE INCLUDES MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO

PLEASE STATE IF YOU REQUIRE TAPE OR DISK

FREE! MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99) WITH EACH PACKAGE

LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy.

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £345.00
SPRINT 128 PRINTER INTERFACE RRP £29.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £394.98
COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

OTHER COMMODORE ACCESSORIES

1541 MKII DISK DRIVE

The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore 64/128.

TOTAL PACKAGE INCLUDES 6 GAMES

ONLY £149.99

ADD £5 IF NEXT DAY COURIER IS REQUIRED

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £39.99

AVAILABLE ON DISK ONLY

- **The Advanced Music System may be the best MIDI/music package produced for the 64/128 offering a huge range of musical composition features & MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!**

UNBEATABLE MIDI PACKAGE!!

DATALUX

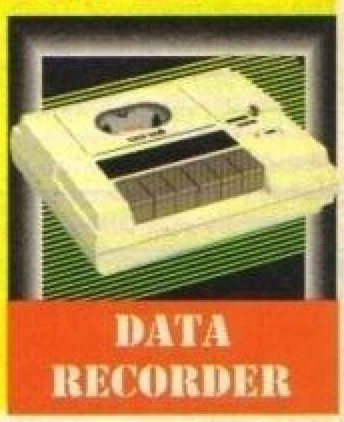
- 3 additional cartridge slots provided.
- Wear and tear on the original connector reduced.
- Switch provided for selecting between game cartridges rather than constant unplugging.
- Reset button built-in.

ONLY £16.99

SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.

ONLY £29.99



DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset.
- Comes complete - no more to buy!

ONLY £29.99

DATEL Electronics

HOW TO GET YOUR ORDER FAST!

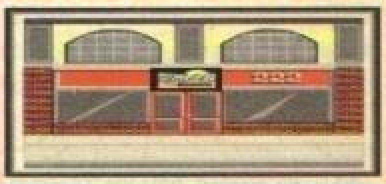
TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE

DATEL LONDON SHOP



TOTTENHAM COURT RD

THE ULTIMATE CARTRIDGE COMES OF AGE!

See us at
The Future Entertainment Show
Earls Court 5-8 Nov '92
Stand No: 550 Hall A

ONLY £34.99 POST FREE

THE ACTION REPLAY MK VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SEC

ACTION REPLAY MK VI

FOR CBM 64/128

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- **TURBO LOADER** - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- **INFINITE LIVES GENERATOR** - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR** - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREEZER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 10 seconds - no more messing about.
- **PRINTER DUMP** - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- **EXTENDED TOOLKIT** - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

MORE LIVES
POWER
MORE LEVELS

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.

It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

0782 744707

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON. W1. TEL:071 580 6460

ARVI b

FLIX STIX

Christmas is coming and the goose finds itself calorifically challenged. But stuff goodwill and get yourself a spanky new joystick. James Leach looks at the trendiest uppy-downy sidewaysey shooty things around...

This joystick's nothing like the cartoon *Batman*! It's got a third dimension, for a start!

There was a time when a joystick looked like a joystick, butter was a penny a ton and going to the cinema was free. But all that's changed. The latest crop of Cheetah sticks to hit the streets before Christmas look like, well they look like characters from TV and films, actually. This might explain why they're called 'Characteristicks'.

BATMAN: THE CARTOON

The recent start of a new *Batman* cartoon on ITV on Saturday morning has meant that loads of people are becoming fans of the original fellow, as well as Michael Keaton's obviously popular Dark Knight.

Underneath that no-nonsense exterior, Batman has eight directional controls, a highly sensitive fire button and is strong enough to withstand a serious amount of punishment. And it does look amazingly like the one in the cartoon (or so I'm told – you don't expect me to be up that early at the weekend, do you?).

BATMAN RETURNS

Those recent *Batman* films were just so excellent, it'd be a shame for Cheetah to miss the opportunity to make a joystick of the new Batman as well. So they have. It's distinctly different from the cartoon version (they haven't just used the same model and painted it black). The joystick underneath is the same (it's standard throughout the Characteristick range), so you don't have to worry about quality.

ALIEN^3

She's mean, she's lean and she looks like a runner bean. Well you try rhyming something with 'een' that sounds scary. Anyway, the hideous female alien scourge of Sigourney Weaver is also available in the Characteristick range.

The big, long head makes this one of the easiest sticks to control when you're doing fine movements, and the evil, matte finish captures the drippy, revolting look of the creature in the film pretty accurately.

TERMINATOR 2

If you peeled back Arnie Schwarzenegger's head, this is what you'd end up with – the endoskeleton of the Cyberdyne Sytems Model 101. The head is a faithful copy of the robot in the movie, and should suit you down to the ground if you like a joystick you can really grip. How comfortable this 'stick (and, in fact, all the models in the range) will be after a long bout isn't yet clear, but it's certainly impressive when you first see and use it.

BART SIMPSON

What with one Bart game out at the moment, and another on the way at Christmas, true fans shouldn't be without this stunningly-lifelike joystick. To use effectively, you simply grasp the chap around his neck and yank him around. As well as beating the game (with luck) you'll have the added satisfaction of having strangled the life out of Bart Simpson.

It's another well-designed one, this. The only problem might be his spiky little haircut, but you'd have to be pretty weird to hold your joystick up that high anyway.

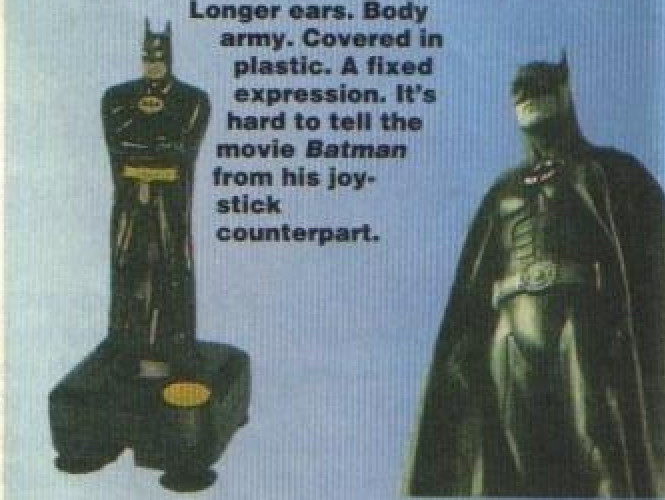
- All the joysticks cost £12.99 and are in the shops now (though not some shops – Dewhurst's the Butcher's, for example). Contact Cheetah at Cheetah House, Bedwas Business Park, Bedwas, Gwent ☎ 0222 867777.

FREEWHEELIN', FRANKLY

If you're after something a bit more, well, weird, check out the Freewheel by Spectravideo. It's a steering wheel, it's a joystick and it plugs straight into the 64 in the normal nine-pin port.

You're probably thinking that it's a complete gimmick and rather pathetic when you try to play with it, but this isn't the case. The Freewheel works very well indeed. Flying and driving games are the most obvious beneficiaries, but it'll work just dadndy with whatever type of game you want to try it out on.

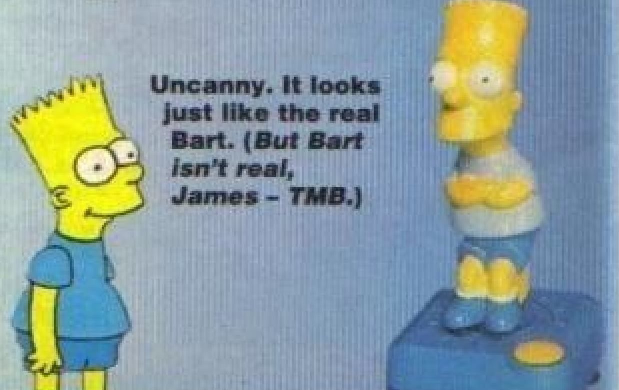
Contact Spectravideo at Unit 27, Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex, HA0 1NU ☎ 081 902 2211 and someone will answer it.



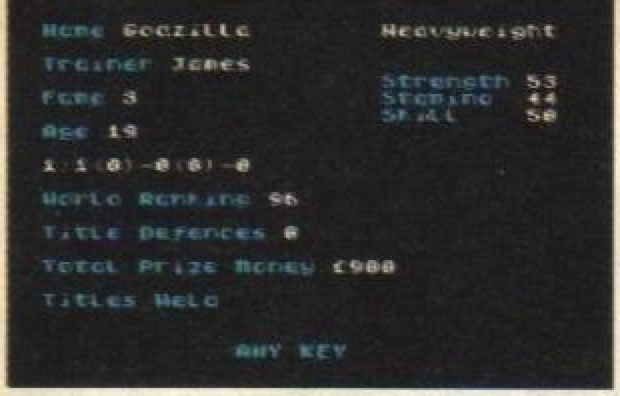
Longer ears. Body army. Covered in plastic. A fixed expression. It's hard to tell the movie *Batman* from his joystick counterpart.

The *Alien* joystick, is for some reason, shiney black. It must be based on that bit in the film where... (*Don't give the plot away! – Ed.*)

If you want to get ahead, get the *Terminator 2* joystick. It has more expressions than the flesh and



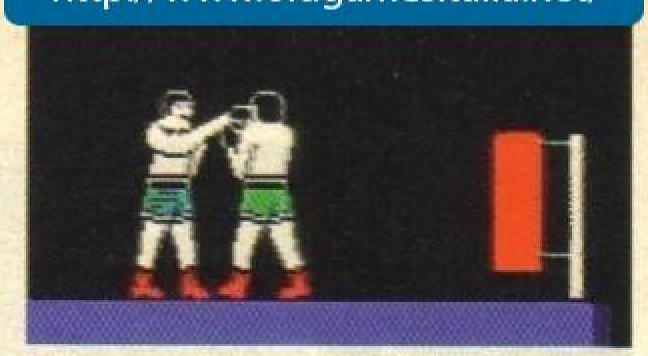
Uncanny. It looks just like the real Bart. (*But Bart isn't real, James – TMB.*)



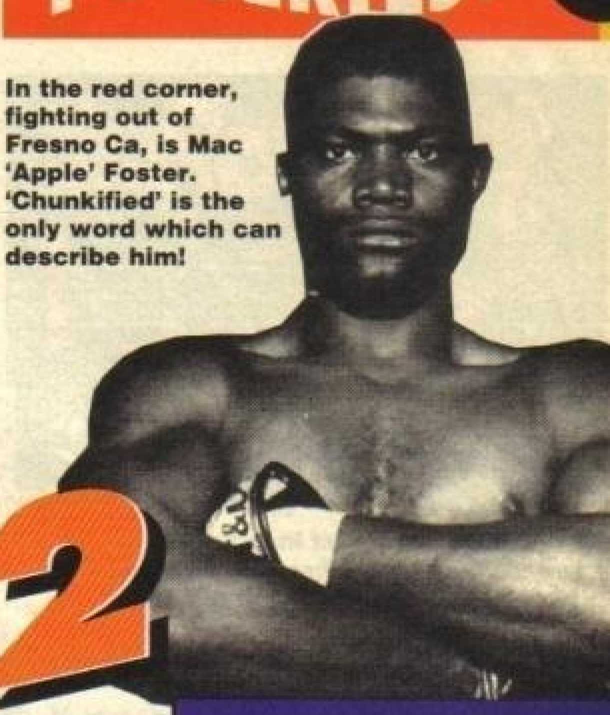
```
Name Godzilla                Heavyweight
Trainer James
                             Strength 53
Fame 3                       Stamina  44
                             Skill    58
Age 19
1:1(0)-0(0)-0
World Ranking 96
Title Defences 0
Total Prize Money £900
Titles Held

             ANY KEY
```

You can check out the full statistics on your boy. He may be hopeless, but at least his mother's proud of him.



The lad Leonard releases a straight right to the head of his puny opponent. Teeth fly, brains rattle and everybody in the auditorium goes 'ooh!'.



In the red corner, fighting out of Fresno Ca, is Mac 'Apple' Foster. 'Chunkified' is the only word which can describe him!

BOXING MANAGER 2

A fter years working in a Tyneside cardboard packing factory my Uncle was promoted. Did this made him a boxing manager? (*That's a rubbish joke, James. Shut up for ever – Ed.*)

Um, yes, anyway, here's a boxing management game with the odd exciting bit thrown in. You get to train your boy, look after the financial side of things and make sure he's got a load of lucrative fights lined up.

The fun doesn't stop there. You can actually take control of your man in the fight. Using a joystick, you can put together combinations of blocks, low strikes, guards and the classic 'very-hard-face-punch' itself. There are two meters which measure the fitness levels of the boxers. Every smack depletes the energy levels, while every lull in the fighting gives them a chance to build back up. There are three rounds and, if you do well, you can win on points. If you do *really* well, you can even knock out the other guy.

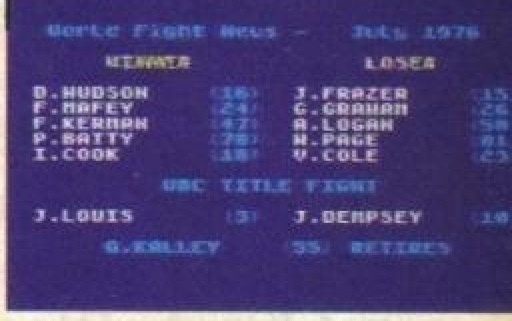
Jack Johnson does the biz! In his fight after the 'Mann Act Trial' did he dive or was he pushed?

So guess what? It's really rather good. The management and training sections are pretty standard; certainly no worse than other games. But the boxing bits lift *BM2* that bit higher. Sure, we're not talking about a high-class, whizzy graphics fight simulator but they're lot better better than you'd expect in this type of game. And if you don't like using the joystick for the fighting bits, there's an option to just play the management game and let the fights sort themselves out in front of your eyes.

As with most games of this sort, there are strength and stamina ratings for all the participants. You have to assess the calibre of your opponents before selecting a bloke to take on. Slowly you should be able to work your way up through the world rankings.

The fighting itself is pretty simple. You have four basic moves, and only two particularly effective punches. This limits the number of moves you can try in the fights. You must also remember that the boxers are graded on how they perform throughout each bout; you might come out with a higher strength rating at the end of the round, but be marked down because you had your face well and truly punched earlier on. If you're really determined to take that World Heavyweight title, it's probably best to let the computer handle the fighting and concentrate on getting the skills and fitness of your guy as high as possible.

There are three skill levels, options to change the names of everybody involved, titles to win and loads of other details. The game runs as fast as a stoat in a hurry, too. All this is good news for management games, because, let's face it, they haven't got a reputation which puts them up with the *Creatures 2*s of this world.



```
World Fight News -      July 1976
      WINNER                 LOSER
D.HUDSON     (16)   J.FRAZER     (15
F.MAFEY      (24)   G.GRAHAM     (26
F.KERNAN     (47)   A.LOGAN      (58
P.BATTY      (78)   W.PAGE       (81
I.COOK       (18)   V.COLE       (23
          WBC TITLE FIGHT
J.LOUIS      (3)    J.DEMPSEY    (10
     G.KALLEY     (55)  RETIRES
```

After each series of fights, the winners and losers are dis-played. It's a good time to pick potential bods to bash about.

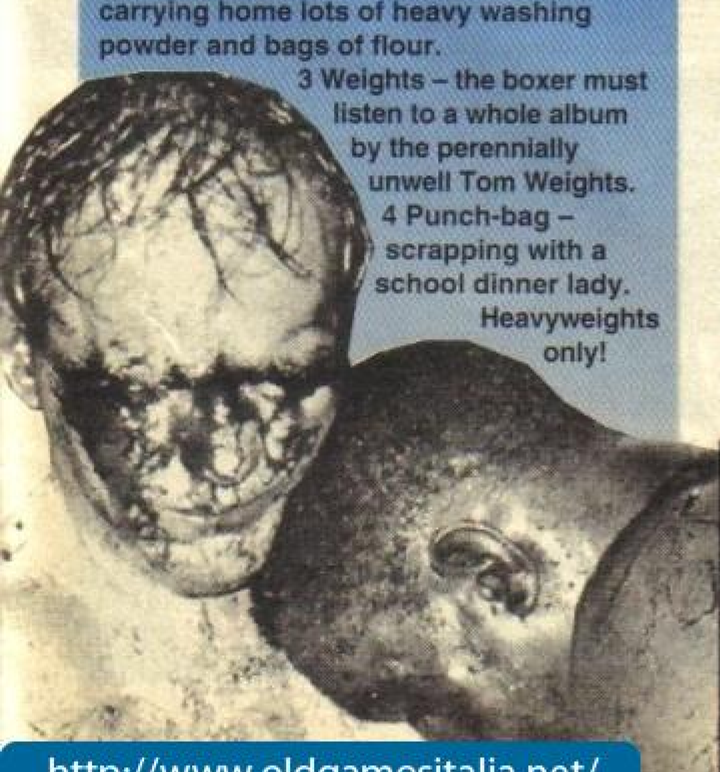
Boxing Manager 2 is a good bit of pugilistic enjoyment. The fight sequences aren't bad and the rest of the game fairly engrossing. It is primarily a management game, though, so don't expect a cross between *Streetfighter 2* and *Sim City.*

JAMES LEACH

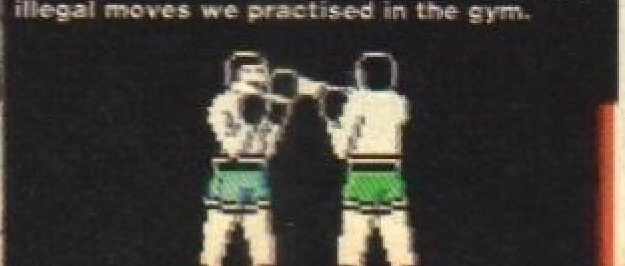
IAN CYCLOPEDIA INVESTIGATES TRAINING

Ian
Cyclopedia

Training is very important for boxers. In *Boxing Manager 2* it's divided into the following categories;
1 Roadwork – laying tarmac, using a big drill and drinking tea in those stripy huts.
2 Sparring – going to a supermarket and carrying home lots of heavy washing powder and bags of flour.
3 Weights – the boxer must listen to a whole album by the perennially unwell Tom Weights.
4 Punch-bag – scrapping with a school dinner lady. Heavyweights only!



Come on my son! Punch his head! Kick his family! Set fire to his car! In fact, do all the illegal moves we practised in the gym.



Game	**Boxing Manager 2**
Publisher	**D&H Games**
Cassette	**£3.99**
Disk	**Not available**
Release	**Out now**
Contact	**0462 816103**

POWER RATING

THE DOWNERS...

- Taking control of the boxer during fights isn't as much fun as it looks.
- It's tough, even on easy levels.
- The joystick isn't used during the menu selection sequences.

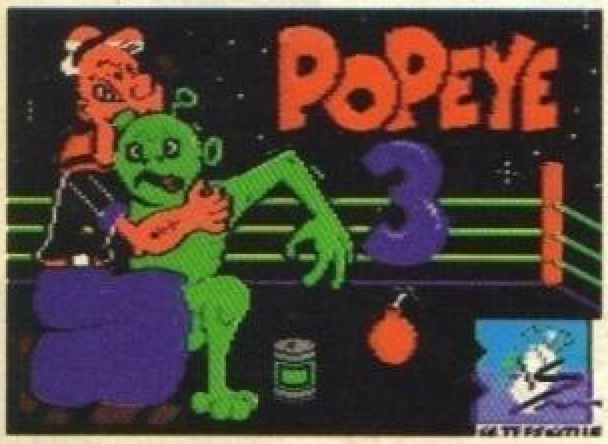
100

76%

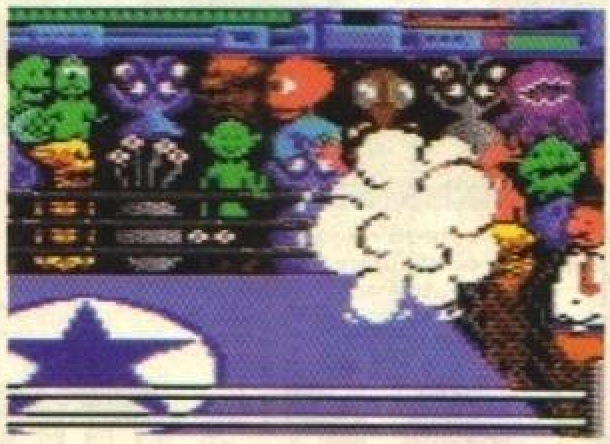
0

- **Loads of detail on every aspect of the boxing world.**
- **You can customise your boxer's, manager/trainer's and opponents' names.**
- **There are three skill levels.**
- **The computer can do the actual fighting for you if you don't want to bother.**
- **It's faster than many similar games, and thankfully doesn't store up keypresses.**
- **It's great to see graphics in a game like this!**

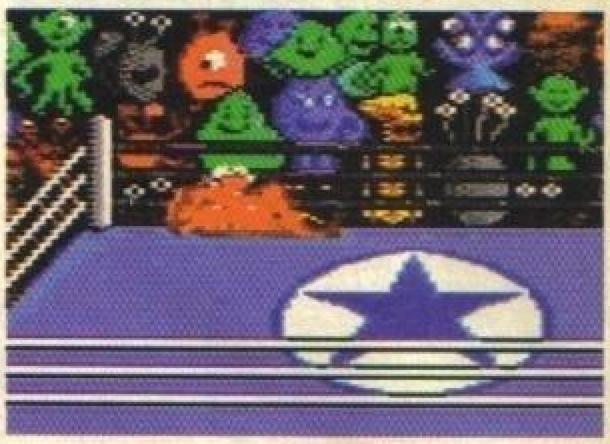
...AND THE UPPERS



To illustrate his belief in universal harmony Popeye welcomes a brother wrestler - then proceeds to sportingly strangle him!



Eating spinach is a seriously god idea - it does this to you! Somewhere in that mess, Popeye is pounding an alien's head in.



Pinning is the key to winning (as my nan used to say). And here Popeye puts that wise advice into practise.

Not many people know that Popeye is a bit of wrestler. Sure, he chucks Bluto around, but he never seems to take grappling too seriously. Let's all hope he's been taking lessons on the quiet though, as there's a lot riding on his next few battles - like the future of the Earth!

POPEY

N Well let's get a few things sorted from the start. In this game, it appears that Popeye is out of his league. He's not just scuffling with Bluto over Olive Oyl. Not at all; he's actually fighting to save the world (nay, the entire solar system).

Popeye has suffered one of those annoying events that happen to everyone occasionally. He's been kidnapped by some aliens. Doh. Anyway, these aliens are called Kraggs. Don't ask why. They wish to take over the Universe, as most aliens do. But being incredibly cunning, these aliens have decided to find out which planets are the easiest to beat, so they can take them on first (*obviously smart guys - TMB!*).

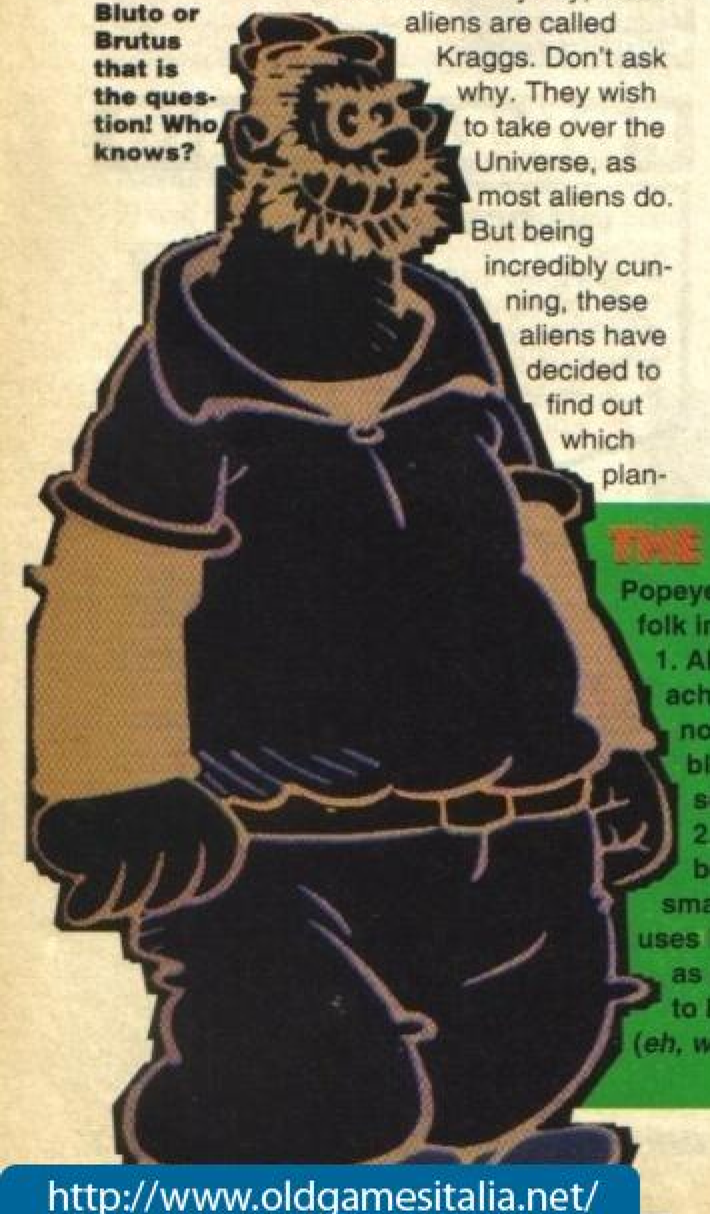
Obviously there's only one way to do this. An intergalactic wrestling contest. Popeye has been selected to represent Earth (hence the abduction). Why Popeye was chosen is a mystery, as he's only got one eye. But if he can win four out of five bouts, he's saved the planet and everybody can go back to their humdrum lives. If he wins all five, he's saved the complete solar system and, such will be our gratitude, we'll give him a year's subscription to *CF* free.

Each wrestling bout takes place at a different location. The moon, other planets, Earth itself. There isn't really a shortage of places in the Universe to do stuff like this.

Unfortunately for Popeye, some of the planets have massive gravity and air as dense as water. This puts him at something of a disadvantage. Luckily, though, he's got spinach and his friends to support him.

On with the game itself. The aim is to pin the opponent (be it alien, humanoid or just repulsive sponge-creature) to the canvas. Once you do this, a count-down starts and you must try and keep the fellow held pinned cleanly for three whole 'Earth' seconds.

> **There are two styles of gameplay - you're either moving tactically or you're waggling like mad.**



Bluto or Brutus that is the question! Who knows?

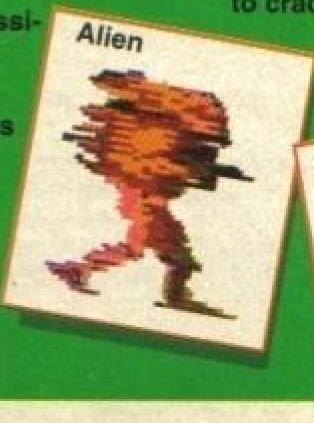
THE BADDIES

Popeye goes up against some fairly unusually folk in this game, bods like...

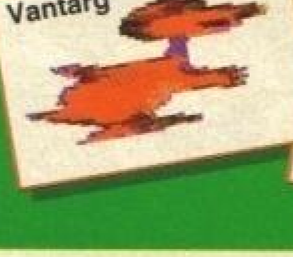
1. Alien - Straight from John Hurt's stomach, this fellow is strong but not particularly fast. It's possible to kick him pretty severely, too.

2. Vantarg - A sort of cross between a duck and a small dinosaur, this chap uses his low centre of gravity as a sort of club with which to beat Popeye senseless (*eh, wos that? – Ed*).

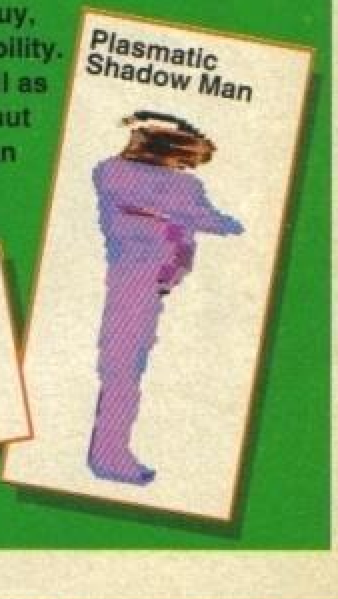
3. Plasmatic Shadow Man
It's a bit tough to see this guy, mainly due to his, er, invisibility. He is immensely fast as well as being dead strong. A hard nut to crack, in other words. Can Popeye cope? Probably not!



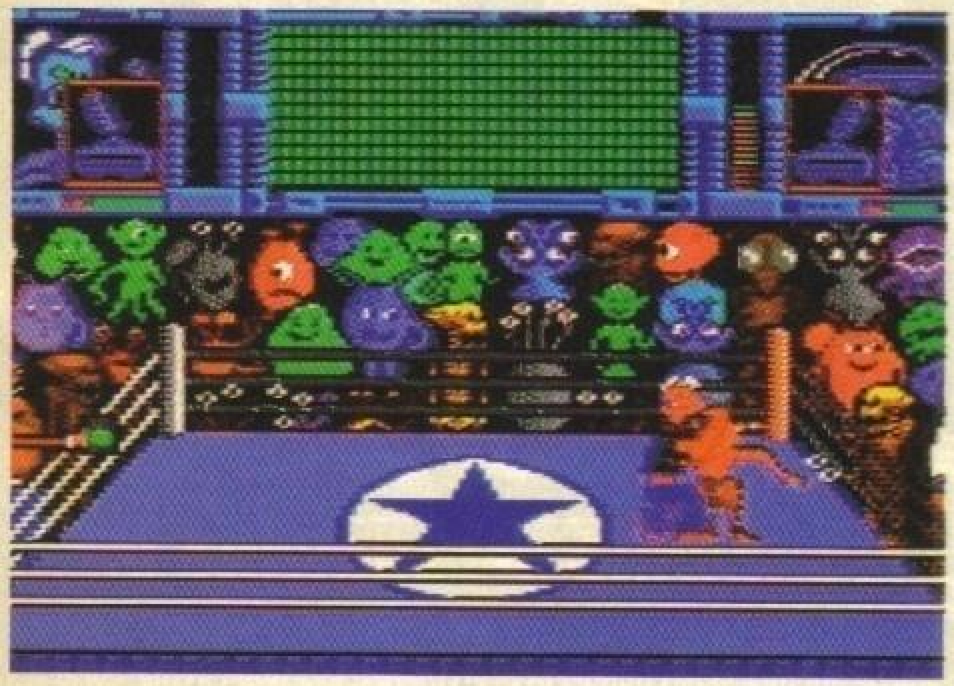
Alien



Vantarg



Plasmatic Shadow Man



First you must go for the headlock, and only then can you get a fall, or a knock-out or whatever they call it. Then you can try for a pin.

YE 3

Sounds clear enough, but things start getting a bit more confused when you come up against hideous other-worldly creatures which have their own special moves, abilities and strengths. So it comes as a bit of a relief when Olive Oyl and Wimpey start handing spinach and hamburgers into the ring. Popeye can collect these and get a much needed energy boost.

But there had to be a downside, didn't there? Yes, that mountain-sized ruffian Bluto is also present at most of the bouts. His evil little trick is to set bombs which explode at the struggling Popeye. Boo, hiss and so on. Luckily Popeye can steer his opponent into the path of the bombs (using a tactical combination of skill and luck). This means that the baddies can also collect the nosh that Wimpey and Olive hand out.

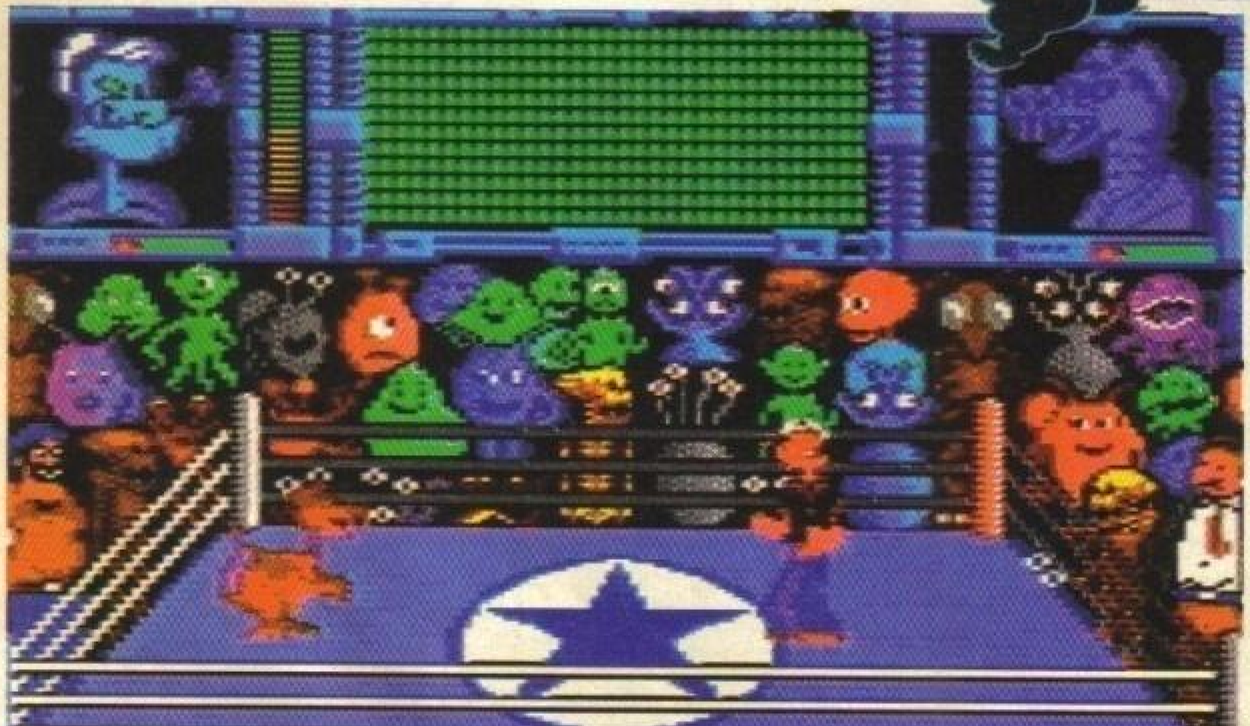
Watching all this is a massive collection of aliens. They all look a tad weird, but what doesn't come across on the grabs here is the amount of movement. As Popeye and his opponent chase each other around the ring, all the creatures watching move up and down, from side to side, wiggle their eyes and throb their earlobes. It's a heaving, seething mass of otherworldly lifeforms.

And the game itself? Well it's a multi-load, which is only to be expected, with vastly different aliens to find in each bout, and it's pretty good. There are two styles of gameplay - you're either moving tactically around the ring, trying to get food and spinach, or you're waggling like mad to get a headlock or a pin.

Popeye 3 is also a bit of a challenge. You might beat the first two opponents on the first day, but you won't beat the third. There are a load of spectacular moves done by the aliens, and you've got to be quick and have a very waggle-able joystick.

Popeye isn't earth-shattering, but it's great fun and really gets you involved. You'll knacker your hands waggling for all you're worth. It's a lively, humorous game too. If you don't laugh at Popeye beating up Alien, you're too miserable. Lighten up.

JAMES LEACH



The Vantarg dinosaur/chicken thing moves in for the combat which will decide the fate of worlds. So it's good to hear that he's not much cop, then.

Here is the famous invisible Plasmatic Shadow Man. Where? Well sort of over there. To the left a bit. There!

Popeye hasn't fared too well this round. The alien seems to have used the little known "I've acted with Sigourney Weaver" ploy.

Game	**Popeye 3 - Wrestlecrazy**
Publisher	**Alternative**
Cassette	**£3.99**
Disk	**Not available**
Release	**Out now**
Contact	**0977 797777**

POWER RATING

THE DOWNERS...

- The graphics of the grappling are sometimes difficult to see.
- The waggling can really wreck your hands (and joystick).
- Not really enough foes or moves.
- One loss and it's game over.

100

74%

0

- **It's action from the word go.**
- **There's a great Popeye tune, as you'd expect.**
- **The spectators are totally crazy, and they all move.**
- **Nice animation, especially when Popeye bounces on somebody's head.**
- **Collectables such as spinach and burgers do make a major difference.**
- **The bouts start off easy but get real tough. So it's got that 'have one more go' feel.**

...AND THE UPPERS

Your guarantee of value

This magazine comes from Future Publishing, a company founded just seven years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

Greater relevance. At Future, editors operate under two golden rules:
- Understand your readers' needs.
- Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality: magazines you can trust.

Future PUBLISHING

Home of Britain's finest computer magazines.

Commodore Format • Amstrad Action• PCW Plus • PC Plus • Amiga Format • ST Format • PC Answers • Your Sinclair • Sega Power • Amiga Power • Amiga Shopper • Total • PC Format • Mega • Super Play

Commodore FORMAT

EDITOR *Trenton Webb*
ART EDITOR *Ollie Alderton*
DEPUTY EDITOR *James Leach*
PRODUCTION EDITOR *Dave Golder*
DESIGNER *Lisa Nicholls*
CONTRIBUTORS Andy Roberts, Ian Cyclopedia, Jason Finch, Martin Pugh, Roger Frames, TMB, Warren Pilkington
SENIOR SALES EXECUTIVE *Jackie Garford*
SALES EXECUTIVE *Audrey Smith*
PRODUCTION CO-ORDINATOR *Craig Broadbridge*
PROMOTIONS MANAGER *Michele Harris*
PROMOTIONS ASSISTANT *Tamara Ward*
PUBLISHER *Jane Richardson*
CIRCULATION DIRECTOR *Sue Hartley*
GROUP PUBLISHER (LEISURE) *Greg Ingham*
COVER ARTWORK *Paul Kidby*
ARTWORK *Mike Roberts*
PRODUCTION TECHNICIANS *Simon Windsor, Chris Stocker, John Moore*
COLOUR REPRO *Avon Scanning and Planning*
PRINTERS *Redwood Press Ltd, Wiltshire*
UK NEWS TRADE DISTRIBUTORS *Future Publishing ☎ 0225 442244*
WORLD-WIDE DISTRIBUTION *MMC ☎ 0483 211678*
EDITORIAL, ADVERTISING and CIRCULATION *30 Monmouth Street, Bath, Avon, BA1 2BW ☎ 0225 442244 Fax 0225 446019*
PRINTED IN THE UK

Commodore Format *welcomes unsolicited material but can only return articles when supplied with an SAE and can only take telephone enquiries on Tuesdays between 10:00am and 6:00pm. All queries regarding advertising should be made in writing to Jackie Garford, Senior Sales Executive at the address given in the panel above.*

ABC 60,045 Jan-Jun '92
Member of the Audit Bureau of Circulations

NEXT MONTH

SHOWING UP! SHOWING UP! SHOWING UP!

Just a briefish Next Month this time around because there's some important news you just have to know about (see below). The next stonking issue of *CF* will be in the shops 19th November and it will be another smart bundle of everything that's good in the world of the C64! On the tape there'll be some major demos of the biggest games heading your way this Christmas and the full games *Deflektor* and *Alternative World Games*. Sitting above that will another of our special second tapes. I can't say what it is yet – it's a surprise - but I can say that it will be something a bit spiffy.

Inside there'll be part two of the Apex programming series on the creation of a Corker, all the latest reviews, previews and the very best features ever seen in a computer magazine. Miss *CF*27 and your C64 will never talk to you again!

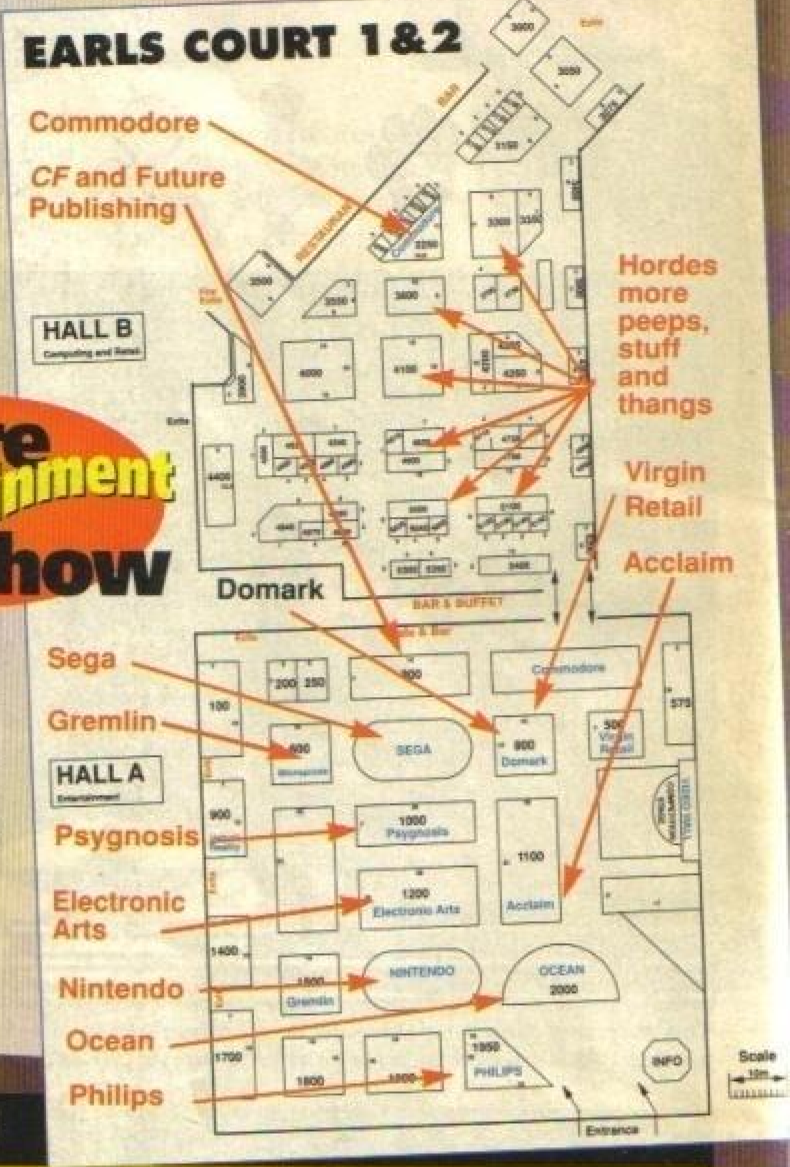
'FES'TIVAL TIME

If you're a computer games fanatic then there's one event you can't afford to miss – the Future Entertainment Show.

CF and the rest of Future Publishing's market-leading computer games magazines, the cream of the software industry plus a host of hardware manufacturers will be there. If you want to see the latest games, the latest machines and loads of special events then toddle along to Earls Court on 5th-8th November for a jaw-dropping, eye-popping computer extravaganza.

The Future Entertainment Show

Over 100,000 people will be flocking to the show and there won't just be stunning static displays to oggle at. Oh no sir. There will be massive video walls, question and answer sessions by us lot at Future and the finals of the National Games Championships which will be being recorded for TV transmission on ITV's new computer show *Bad Influence*! For full details of when, where and how much, see the smart ad, featuring *CF*'s very own Lisa Nicholls (and a false arm!) on p.56.



IT'S AN EASY LIFE!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the November issue, on sale from Thursday 15th November 1992. Cheers m'duck.

MY NAME____________________
MY ADDRESS____________________

Although *CF*27 comes out on the 19 November, you'll probably still be tired and fatigued after such a hectic time at the FES (plug, plug). So you won't want to hunt around looking for an issue.

The answer is simple – just fill out the coupon (left) and hand it to that dead nice newsagent person and they'll save you a copy. Hurrah!

FREE! FROM SILICA

ARCADE ACTION GAMES PACK

ARCADE ACTION PACK:

10 Superb entertainment titles:

ASTERIX	£24.99
CHESS PLAYER 2150	£24.95
DRIVIN' FORCE	£24.95
LIVE AND LET DIE	£19.99
ONSLAUGHT	£24.99
PIPE MANIA	£24.99
RICK DANGEROUS	£24.99
ROCK 'N' ROLL	£19.99
SKWEEK	£19.99
TRIVIAL PURSUIT	£19.95

PRODUCTIVITY:

PHOTON PAINT 2.0 The recommended paint package	£89.95
GFA BASIC V3.5 A powerful basic interpreter	£50.00
TOTAL VALUE:	£369.73

When you buy your new Amiga computer from Silica Systems, we will give you an additional £369.73 worth of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will introduce you to the world of computing and help you to get off to a flying start with your new Amiga. Plus, with every Amiga from Silica we will give you 16 nights FREE holiday hotel accommodation for you and your family to enjoy a break at home or abroad.

16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga 500 and 600 from Silica comes supplied with a free 72 page colour brochure with accommodation vouchers. These entitle 2 people to stay up to a total of 16 nights in any of 250 hotels with accommodation FREE. All you have to pay for are your meals (prices are listed in the brochure).

TOTAL VALUE NEARLY £370!

AMIGA 500 Plus CARTOON CLASSICS

Commodore
CARTOON CLASSICS
DPAINT III
AMIGA 500
BUILT-IN NUMERIC KEYPAD

PACK INCLUDES:

• 1Mb AMIGA 500 PLUS	£399.99
• BUILT-IN 1Mb DRIVE	FREE
• A520 TV MODULATOR	FREE
• THE SIMPSONS	£24.99
• CAPT PLANET & THE PLANETEERS	£25.99
• LEMMINGS	£25.99
• DELUXE PAINT II	£79.99

PLUS! FREE FROM SILICA

• PHOTON PAINT v2.0	£89.95
• ARCADE ACTION GAMES PACK	£219.78
• GFA BASIC INTERPRETER v3.5	£50.00
TOTAL PACK VALUE:	£916.68
LESS PACK SAVING:	£617.68
SILICA PRICE:	£299.00

We are pleased to offer the original 1Mb Amiga 500 Plus with built-in 18-key numeric keypad and Cartoon Classics pack software at the unbeatable price of only £299. The Amiga 500 Plus can be upgraded, using any of the hundreds of existing peripherals that are now available including the award winning range of GVP hard drives which can also provide PC emulation, further RAM expansion, processor acceleration and extra hard drive storage space. There is also a wide range of other expansions which give the A500 Plus higher resolutions, more colour and genlocking capabilities.

1Mb AMIGA 500 CARTOON CLASSICS
£299
INC VAT - AMC 0592

PERIPHERALS

COLOUR MONITOR

1084S INC CABLE
RRP £299.99 **£199**
MON 4184

RAM UPGRADES

CODE	DESCRIPTION	RRP	SILICA PRICE
RAM 0560	CBM 512K Board - A600	£24.99	£24.99
RAM 0600	AMITEK - 0K Populated - A600	£27.95	£27.95
RAM 0605	AMITEK - 512K Populated - A600	£37.95	£37.95
RAM 0610	AMITEK - 1Mb Populated - A600	£45.00	£45.00
RAM 0501	CBM - 512K Board - A500	£99.99	£49.99
RAM 0505	AMITEK 512K Brd - No Clock - A500	£18.95	£18.95
RAM 0510	AMITEK 512K Brd - Inc Clock - A500	£23.99	£23.95

EXTERNAL DISK DRIVES

DRI 0555	SLIMLINE - 3½" 1Mb - Ivory Colour	£79.00	£54.95
DRI 2956	ROCLITE - 3½" 1Mb - Ivory Colour	£69.95	£64.95
CCA 6011	ROCLITE - 3½" 1Mb - Black Colour	£69.95	£64.95

PRINTERS

PRI 3700	CBM MPS 1270 Ink Jet Printer	£149.99	£129.00
PRI 3230	CBM MPS 1230 9 Pin Dot Matrix	£169.99	£139.00

ROM UPGRADE

UPG 1100	ICD Kickback K'bd ROM Swapper	£24.95	£19.95

AMIGA CDTV

INTERACTIVE MULTIMEDIA

CALL FOR PRICES

AMIGA 600

AMIGA 600 COMPUTER WITH FREE! LEMMINGS & DELUXE PAINT III *PLUS!* FREE GIFTS FROM SILICA

SEE PANEL TO LEFT

The new Amiga 600 uses state-of-the-art surface mount technology, for maximum reliability and features a 3½" floppy drive, mouse, TV modulator and smart card slot all as standard. The innovative smart card slot accepts games, ROM or RAM cards (from 1Mb up to 4Mb) and will take advantage of many future new developments. The very latest version of the operating system, Kickstart/Workbench v2.05 is used in the Amiga 600 and its enhanced chip set facilities include improved graphics resolution, increased genlock support and the facility for up to 2Mb of chip memory. The Amiga 600 is fully compatible with the A670 CD-ROM Drive and Interface which will give it access to a full range of CDTV titles and audio CDs. The Amiga 600 is available from Silica in several configurations including a special 2Mb RAM upgrade optional extra - see the chart below.

A600 + "LEMMINGS PACK"
£299
INC VAT - Ref: AMC 0666

NEW! A600 PACK £349

AMIGA
THE WILD THE WEIRD & THE WICKED
AMIGA 600
Commodore

WILD, WEIRD & WICKED

The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £349, it comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software. For pack contents, plus a list of the FREE gifts from Silica with every Amiga 600, see the chart below.

NEW! A600HD PACK £499

AMIGA
E·P·I·C
AMIGA 600HD
WITH 20MB HARD DRIVE

EPIC 'HARD DRIVE' PACK

For the more serious user, the £499 Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded! Details are shown below along with a list of the FREE gifts you will receive from Silica with every Amiga 600 purchased.

AMIGA 600 COMPUTER OPTIONS

	0Mb Hard Drive		20Mb HD
	STANDALONE	WWW PACK	EPIC PACK
• 1Mb AMIGA 600 + MOUSE, 3½" Disk Drive, TV Modulator, Smart Card Slot	£299.99	£299.99	£299.99
• 20Mb HARD DISK - Very fast, mass storage for progams and data	-	-	£299.00
• DELUXE PAINT III - Award winning graphics and animation package	£79.99	£79.99	-
• LEMMINGS - Save the Lemmings as they drop into 100 screens of danger	£25.99	-	-
• MICROPROSE GRAND PRIX - Racing Simulation with all the thrills and spills of the track	-	£34.99	-
• SILLY PUTTY - The pliable arcade game of immense playability	-	£25.99	-
• PUSH OVER - A game of puzzles. Can G.I. Ant save Colin Curly's Quavers?	-	£25.99	-
• EPIC - A Sci-fi adventure. Can you guide a space fleet across the solar system?	-	-	£29.99
• ROME - Your goal is to become Emperor in this role playing adventure	-	-	£25.99
• MYTH - Can you stop the spread of evil and question the judgements of the gods?	-	-	£19.99
• TRIVIAL PURSUIT (in 3 languages) - The great trivia quiz game for the Amiga	-	-	£29.99
• WORD PROCESSOR + DICTIONARY (in 5 languages) - For creating documents	-	-	✓
• 1 YEAR ON-SITE WARRANTY	✓	✓	✓
PLUS! - FREE FROM SILICA (see top left hand panel)			
• PHOTON PAINT v2.0 - An art package with numerous features and special effects	£89.95	£89.95	£89.95
• ARCADE ACTION PACK - Ten classic games: shoot'em ups, puzzles, strategy	£229.78	£229.78	£229.78
• GFA BASIC INTERPRETER v3.5 - A language for programmers of all levels	£50.00	£50.00	£50.00
TOTAL PACK VALUE:	£775.70	£836.68	£1074.68
LESS PACK SAVING:	£476.70	£487.68	£575.68
SILICA PRICE:	£299	£349	£499
2Mb RAM PRICE OF PACK INCLUDING UPGRADE TO 2Mb RAM WITH BATTERY BACKED CLOCK	£344	£394	£544

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

2209921145

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm Fax No: 081-309 0017

To: Silica Systems, CMFOR-1192-80, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

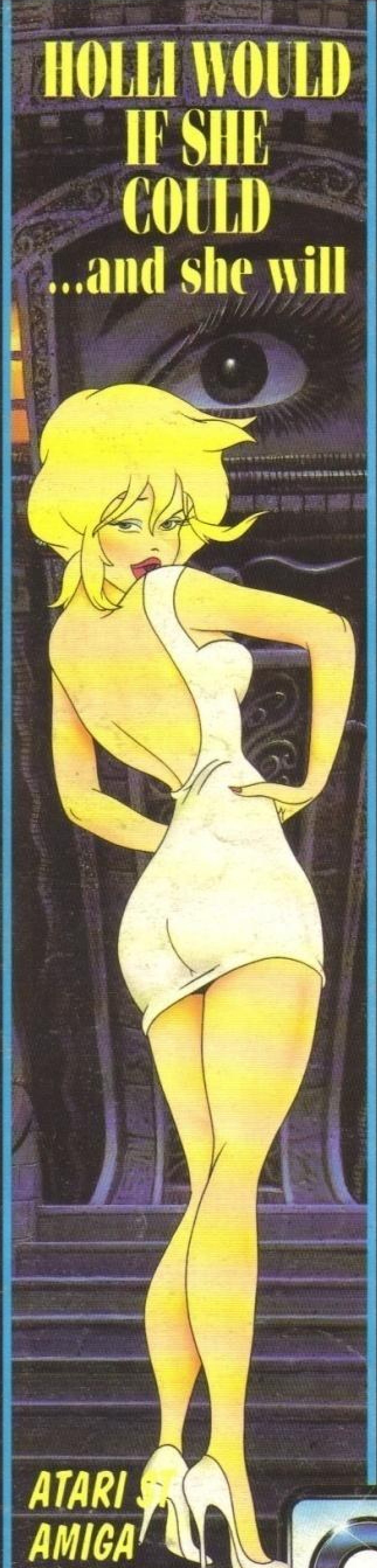
Address: ....

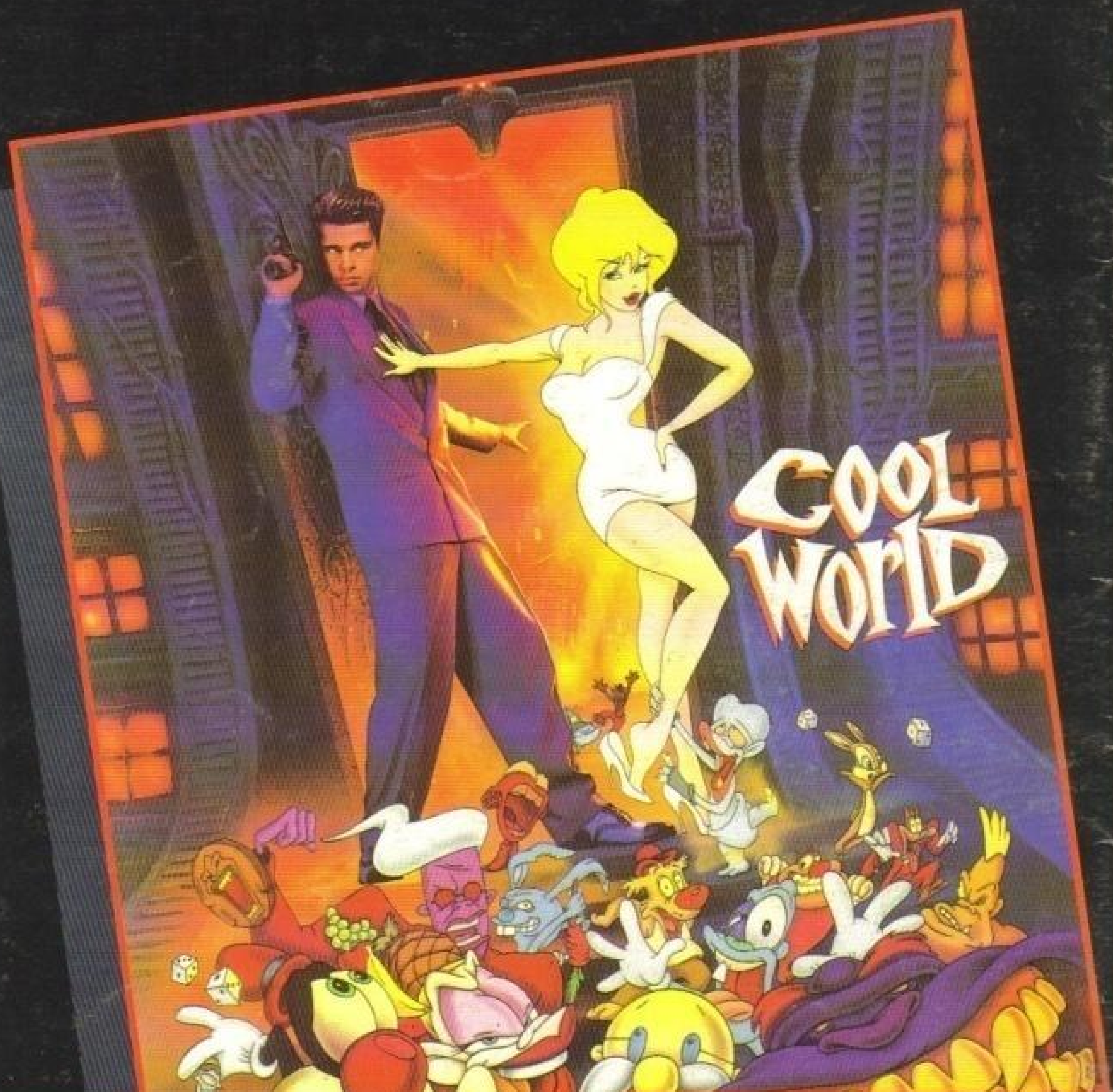
....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own

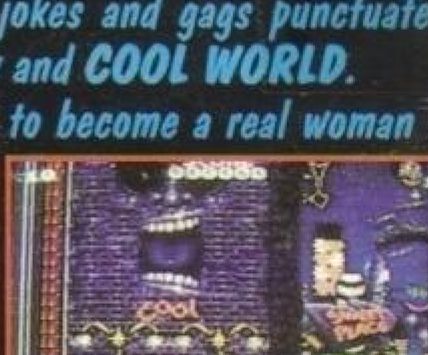




CARTOON LAND GONE BAD!

Whilst publishing his underground comic Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as ***DOODLES***. *You are transported into* ***COOL WORLD*** *and seduced, through engaging messages, by the Doodle vamp...* ***HOLLI***. *Visual jokes and gags punctuate your adventure as you hop to and fro between reality and* ***COOL WORLD***. *But Holli's dream is to shed her Doodle indentity... to become a real woman - with a real interest in Jack!*

A DREAM THAT COULD DESTROY BOTH WORLDS!



ATARI ST
AMIGA
IBM PC &

ocean

OCEAN SOFTWARE LIMITED
2 CASTLE STREET . CASTLEFIELD
MANCHESTER . M3 4LZ